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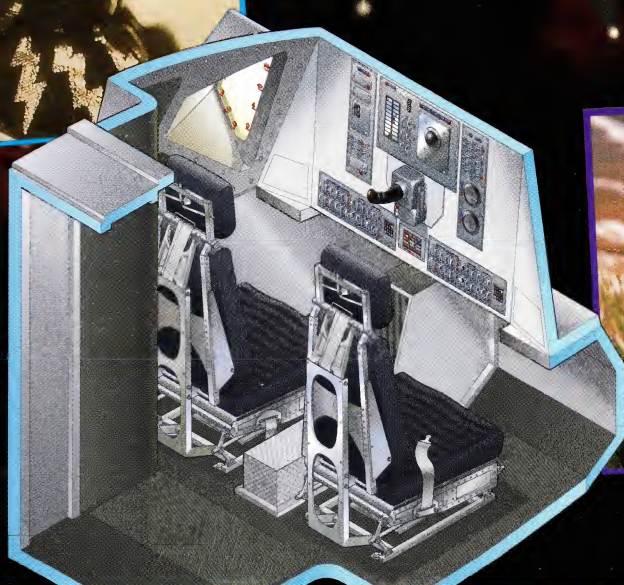
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Hunters versus holograms

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Time to destroy VOYAGER

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Sisko and Gabriel Bell
Saving history in old San Francisco



Orbital One Capsule
Courageous Journey to the Sky Ship



ISSN 1364-3983





THE OFFICIAL STAR TREK[®] FACT FILES



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STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 29

EL-ADREL IV



STAR SYSTEMS

The idyllic and pastoral world of **El-Adrel IV** would seem to offer visitors rest and respite, but this modern day Garden of Eden contains a deadly and carnivorous 'serpent.'

El-Adrel IV and its companion planets are unremarkable **Class-M** worlds, located in a system between **Federation** space and a region dominated by a race known as the **Children of Tama**.

Pastoral paradise

From orbit, El-Adrel IV seems barren and uninviting, being a reddish brown in color. This is a misleading impression, no doubt caused by atmospheric refraction. The planet's hills and plains are lush and green, with grassland and forests, and the climate is so mild that an individual can sleep outside under the stars and suffer no ill-effects, at least not from the weather. The planet possesses a rotational cycle of day and night similar

to that of Earth.

El-Adrel IV's surface is approximately 50 percent land mass and 50 percent water, despite this being a higher proportion of land to water than most Class-M worlds, there is no evidence of dehydration in any of the plentiful vegetation. There is abundant insect life, including creatures that resemble butterflies and, at night, decidedly terran-sounding crickets. By day, the air is filled with birdsong. Everything about the planet appears welcoming and inviting to the human observer; passing spacefarers might easily be tempted to take an impromptu shore leave, picnicking and camping in its quiet and serene environs.

If so, that may very well be the last decision they make.

The only large indigenous life form known to exist on El-Adrel IV is a cunning predator, possessed of the unusual ability to camouflage itself with a field of energy which partially refracts light. This enables it to blend into the terrain, with only its vague outline being intermittently visible, thus

▼ **The TAMARIAN VESSEL** has been sending a signal for four weeks to indicate they wish to communicate.



▲ **Picard and Dathon at El-Adrel** is to join the myths of Tamarian language – two men overcoming common foes: a deadly predator and a language barrier.



Planet El-Adrel IV

Class M

Quadrant Alpha

Star El-Adrel

Native name Unknown

Inhabitants No indigenous sentient life forms. Insect, bird, and smaller animal life abound; at least one large predator.

Remarks El-Adrel IV would seem to make a desirable site for future colonies, once it has been ensured safe. The planet is located between Federation and Tamarian space; who has title to the world remains to be resolved.

Starship Log STAR TREK: THE NEXT GENERATION 'Darmok'

RITUAL ACTION

Communication breakdown

The Children of Tama have interacted with members of the Federation seven times over the last century with no success in furthering formal communications. Tamarians speak in a highly abstract form of metaphors drawn entirely from their rich folklore and mythology. Dathon has Captain Jean-Luc Picard beamed to the surface of El-Adrel IV so they can re-enact the story of 'Darmok and Jalad at Tanagra' and actually live the Tamarian language.

▶ **The Tamarians** cannot express that despite their unique weaponry they are not hostile. Captain Picard first realizes the metaphorical nature of their speech.



▲ In 2368, Tamarian Captain Dathon takes initiative in again trying to communicate with members of the Federation.



gaining the beast a considerable tactical advantage when hunting.

It is a quadruped, but raises up onto its hind legs when it is about to attack to use its front limbs more effectively. Its energy field, in addition to providing camouflage, emits electrical discharges when the beast is in contact with its target, stunning and paralyzing its prey. Few if any creatures have the stamina to withstand both this electrical assault and the beast's other formidable natural weapons, which include claws and horns.

A strange and incongruous sight in this bucolic landscape, the only hope for the beast's intended prey is to flee on first sighting as once within its grasp, resistance is rapidly overcome.

Companions

El-Adrel IV is the scene of a significant encounter between the **United Federation of Planets** and the Children of Tama in 2368. The **U.S.S. Enterprise NCC-1701-D**, under the command of **Captain Jean-Luc Picard**, encounters a **Tamarian Vessel**, and when initial attempts to communicate are unsuccessful, the **Tamarian** captain, **Dathon**, isolates himself and Picard on the surface of El-Adrel IV. There, he hopes that proximity and the necessity for cooperation will enable Picard to grasp the unusual nature of Tamarian speech, which is based entirely on metaphors from their rich mythological heritage.

It is possible that Dathon is unaware of the existence of the large predators on El-Adrel IV, and intends nothing more than a "bonding exercise" between the two captains to help facilitate communications, with the Tamarian ship neutralizing all the

Enterprise's attempts to intervene and rescue Picard. Given Dathon's response when the beast attacks, however, it seems that he is aware of the predators' existence, and has even established some tactics to neutralize their formidable natural advantages. Well-intentioned actions from the *Enterprise* crew, however, thwart Dathon and Picard's joint defense, and Picard is beamed up, leaving Dathon to fight the beast alone.

Last words

Picard insists on returning to the planet's surface, but is too late; Dathon is mortally wounded, and despite Picard's best efforts, perishes as a result of his injuries, but not before the two have established a rapport that brings Picard the beginnings of understanding.

Returning to the *Enterprise*, Picard tells the Tamarians of their captain's demise, haltingly, in their own metaphorical phrases. Saddened by their loss, the Tamarians still

manage to indicate acceptance and goodwill, and the first strands of another diplomatic alliance are formed.

El-Adrel IV and its companion planets are now no longer a border between the two interstellar powers, but instead are a bridge between the Children of Tama and the Federation.



▶ **Captain Dathon demonstrates that he has many basic survival skills on El-Adrel IV.**

▶ **The Tama crew learns their captain has not died in vain – he forged an understanding with Picard.**

BEST INTENTIONS



▶ **Picard is involuntarily beamed up by his crew in the middle of his efforts with Dathon to vanquish the beast.**

The Guide to the STAR TREK Galaxy

FILE 4 CARD 29

EL-ADREL IV



STAR SYSTEMS



STAR SYSTEMS

GALAXY FACTS

▶ When beginning to grasp the metaphorical nature of Tamarian speech, Picard tests his theory by relating Earth myths to Dathon, including the story of Gilgamesh and Enkidu. Dathon's understanding indicates Picard is on the right linguistic track.

▶ Following the tragic, yet hopeful, events at El-Adrel IV, Picard begins studying the Homeric hymns, in the belief that greater familiarity with his own mythology will give him more of a common ground and working vocabulary for his next encounter with the Tamarians.

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A FOOLISH CHOICE OF FOE

Predator

The planet has at least one large native predator, a quadrupedal reptile approximately three times the size of a human, which conceals itself from its prey by emitting a natural camouflage field that renders it virtually invisible. This energy field partially refracts light and the beast's outline is only occasionally seen.

The monstrous creature stands on its hind legs, like a biped, when attacking, using its energy field to electrically assault its prey, rendering it stunned and paralyzed. It also employs its terrifying appearance, fearsome horns and claws, and sheer power to overwhelm its victims.

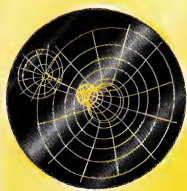
The only known predator of the otherwise peaceful El-Adrel IV is an unwise choice of challenge around which to orchestrate a bonding experience – more than ties can be severed. It is futile to attempt to defeat it alone and the wisest recourse is to run for one's life.



▶ When Dathon is left to fight the beast without Picard, he does not have the endurance to resist its paralyzing shocks and sheer strength.

▼ Dathon is relieved in his dying breaths when he realizes that his efforts to communicate with Picard have not been in vain.



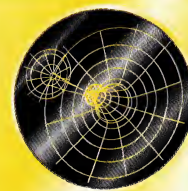


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 29M

TEMPORAL ANOMALIES: SISKO AND GABRIEL BELL



SPACE
PHENOMENA

The untimely death of **Gabriel Bell**, one of the 21st century's most important civil rights figures, plunges the whole of Earth's future timeline into chaos. It is up to **Commander Benjamin Sisko** to step into his vitally important shoes and attempt to safeguard history.

Early 21st-century Earth was not the peaceful paradise enjoyed by **Federation** citizens. Many years of urban decay and inadequate resourcing combined to create seemingly insurmountable social problems. Some of the most conspicuous manifestations of this were the **Sanctuary Districts** that cropped up in every major city in the United States of America. These walled precincts ostensibly existed to give people without employment or shelter a place to live, but in reality they were ghettos where society could hide away its human detritus.

Sanctuary District A in San Francisco was the site of one of the defining events of the 21st-century civil rights movement, and one of the most violent civil

disturbances in Earth history: the **Bell Riots**. The sanctuary residents intended to take over the district in a peaceful demonstration designed to advertise their situation to the general public, but a brawl between one of the mentally-ill residents, known as **dims**, and a security guard escalated into a full-scale riot. It was the first week of September, 2024.

Changing times

The disturbance became a watershed event for two reasons. The first is that the government sent in troops to restore order because of the erroneous rumor that the half-dozen hostages had been killed. Hundreds of innocent sanctuary residents were slaughtered in the resulting bloodbath. The second reason is that a man named **Gabriel Bell** was among the casualties.

Bell was one of the sanctuary residents guarding the hostages. His influence went a long way to ensuring they were not harmed, but he himself was killed in the storming of the district. He became a national hero and the human face of the sanctuary residents' plight, and the riots became synonymous with him. Outrage over his death and the death of the other residents altered public opinion about the sanctuaries. The districts were torn down and the United States of America was finally forced to face its demographic social problems rather than hiding them away.

This entire process would never have taken place, however, had Bell not been there; if he had waded in the previous night to break up a fight between a couple of predatory sanctuary residents (known



▲ *In the original timeline, Bell is slaughtered by misinformed government troops. The hostage protector becomes the figure head of the 21st-century civil rights movement named the Bell Riots.*

colloquially as **ghosts**) and two newcomers called **Benjamin Sisko** and **Julian Bashir**, in a demonstration of the noble character for which history remembers him; and if he had been stabbed in the stomach and

died on a sanctuary street.

Sisko and Bashir are deposited in 2024 when the **U.S.S. Defiant NX-74205's** transporter beam is deflected back in history. They find themselves assigned to Sanctuary



▲ *The time traveling Sisko and Bashir find themselves soon to be relegated to San Francisco's Sanctuary District A after arriving in the more pleasant and policed area.*



▲ *Sisko and Bashir inadvertently alter past events, and unwittingly cause the death of Bell before his historical martyrdom.*

▲ *In the fall of 2024, Earth witnesses an unprecedented escalation of civil violence which begins with a common brawl.*

GALAXY FACTS

- The Temporal Prime Directive adopted in the 29th century prohibits interference with the normal development of history.
- The Temporal Integrity Commission monitors the timestream and deviations from the normal flow of history.

District A, but are restrained by **Starfleet Temporal Directives** from interfering. They cannot warn people what is going to happen or try to help them in any way, as they risk ruining a pivotal moment in history; they cannot even intervene to prevent an assault.

For whom the bell tolls

Bell's death is a direct if inadvertent result of their presence and it leaves them with a terrible temporal dilemma. There is a good chance the hostages will die without him and society will ignore a single violent uprising in a Sanctuary District. The situation is even worse than they fear: unbeknownst to the two **Starfleet** officers, the future is changed to negate the entire existence of the Federation. It simply ceases to exist in the 24th century, where the *Defiant* is the only vessel protected from the temporal ramifications.

There is only one answer. Sisko is a reasonable

▲ **Gabriel Bell's efforts to bring about a more peaceful environment in the Sanctuary Districts is hampered by the actions of other citizens.**

physical match for Bell and he knows how history is supposed to pan out, so he takes on the dead man's identity and steps into his role in the ensuing mayhem. He places himself in Bell's mindset and asks what he would have done, as well as employing his own well-honed diplomatic skills, to ensure that the hostages survive unscathed. Sisko's knowledge of history and strategy also lead him to suggest blocking the windows to prevent snipers from taking rooftop positions on adjacent buildings and picking them off one by one.

The commander wins the respect of **Biddle Coleridge**, the 'ghost' thug who is guarding the captives, with a mix of reason and force. He tempers Coleridge's more psychotic tendencies, and curbs a great deal of casual

violence, while at the same time displaying the toughness and righteous anger that would undoubtedly have characterized Bell. The man was not perfect – simply a decent person in a tremendously difficult situation.

Further aspects of Sisko's Bell role play involve making sure the demands handed over to the outside authorities reflect the nature of the contemporary societal problems, such as the need to close down the sanctuaries and reinstate the **Federal Employment Act**. Bell was also, according to recorded history, able to bypass the electronic security block-out and allow the residents' story to be transmitted on the open net. It is unknown by what means he managed to do this, but Sisko succeeds via **Lt. Jadzia Dax**, the third

member of his stranded away team, and her newfound friendship with a local businessman **Christopher Brynner**.

It tolls for thee

Sisko asks **Danny Webb** – the man who tried to organize the peaceful demonstration – to represent the sanctuary residents to the media over the Internet interface. It may have been Bell himself who did this in the 'true' timeline, but Sisko wisely decides it is better not to plaster his face over 21st-century electronic media. He does, however, agree to meet with the Police officer handling the negotiations, **Detective Preston**.

The most serious problem with Sisko's intervention to prevent a gross temporal anomaly is that Gabriel Bell died during the ill-advised troop storming of the building. The question of how he can avoid the same fate and still

▼ **Biddle Coleridge prefers a more violent and outspoken course of action than Bell. He proves problematic to Sisko's attempts to lead a more peaceful protest.**



ensure history follows its proper path appears not to worry him – and in the event Sisko's commitment to preserving the timeline is demonstrated when he actually takes a bullet for one of the hostages. It is a serious but not life-threatening injury, though it well could have been.

He comes to an arrangement with the guard whose life he saved to switch ID cards with one of the sanctuary casualties, so as far as anyone will know, Bell died in the riot. History fulfils its proper destiny, and Sisko and his away team are beamed safely back to the *Defiant*, and return to the restored 24th century.

The only clue as to Sisko's desperate efforts to prevent a catastrophe is a footnote in the history books, where the commander's face appears beside Bell's name in the account of the riots. It is a small price to pay to ensure that the mistakes of the 21st century paved the way for many things that are taken for granted by Sisko's fortunate generation.

The Guide to the STAR TREK Galaxy

FILE 5 CARD 29M

TEMPORAL ANOMALIES: SISCO AND GABRIEL BELL



▲ **Bell's presence during the siege of Sanctuary District A ensures the safety of numerous hostages; Sisko assumes responsibility for these people.**

SAFE AND SECURE

Contrasting societies

Lt. Jadzia Dax's introduction to 21st-century life is far more civilized than that endured by Commander Benjamin Sisko and Dr. Julian Bashir. In contrast to her colleagues, the disorientated Dax is discovered by Christopher Brynner, a wealthy businessman who openly welcomes her into his home and life. Dax accepts Brynner's charity, safe in the knowledge that her saviour's high social standing provides her with an unprecedented opportunity to search for her missing friends via the internet technology of the era, as well as Brynner's city contacts.

▶ **Dax slips easily into Brynner's social circle, which is a world away from the Sanctuary Districts.**



▲ **Jadzia Dax is discovered by Chris Brynner after she is transported to the 21st century.**



▶ **Sisko's prior knowledge of the timeline forces him to assume Gabriel Bell's identity – otherwise the riots may not have the necessary effect on American policy in the 21st century.**



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 171



OTHER GROUPS
AND RACES

THE ANNARI AND KRAYLOR

The Annari and Kraylor exist in close proximity to one another in the Delta Quadrant as unhappy neighbors, a Kraylor technological innovation may reduce the odds of Annari annexation.

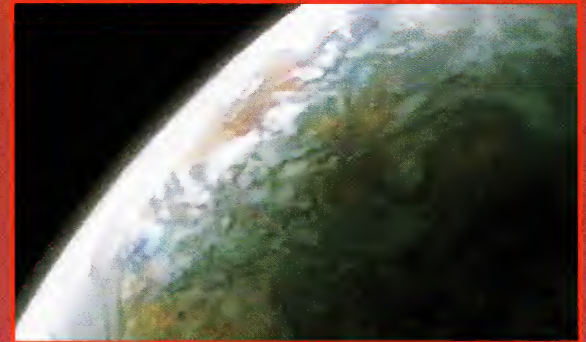
The Annari and Kraylor share the same sector of Delta Quadrant space. The Annari are a species who thrive on conquest, annexing worlds into their growing empire. They prefer to masquerade as a friendly species, offering trade and advice to other worlds before claiming them as part of the Annari

Empire. When planets are unwilling to be co-opted in this fashion, the Annari are known to erect blockades around the worlds, not letting any ships off planet, nor permitting any visitors from other sectors of space. Starved of the ability to trade off world the blockaded planets have little choice but to surrender themselves to the Annari. This is the tactic the Annari

adopt with the Kraylor homeworld, having effectively cut off all off-world contact for a period of three years before Stardate 54274.7.

Similarities

Physiologically both the Annari and the Kraylor share many characteristics with humans. Both are bipedal, but it is the Kraylor who most resemble humans,



seemingly in almost every respect with the minor differences being cosmetic. All Kraylor have a distinctive hard boned ridge running from the ear lobes onto the cheeks in a crescent

▲ The Annari are looking to add the Kraylor homeworld and its resisting people to its ever expanding Empire.

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STAR TREK: VOYAGER....File 71

THE ANNARI AND THE KRAYLOR

Worlds in dispute

It is Starfleet policy not to become embroiled in disputes and wars between species, but there are occasions when this rule of neutrality is broken.

When the U.S.S. Voyager NCC-74656 requires a thorough overhaul likely to last a week, Captain Kathryn Janeway sets the ship down on an uninhabited planet within Annari space. Initial relations with the Annari are friendly, and a trade is proposed, but Janeway is unaware that a shuttlecraft under the command of Ensign Harry Kim has already carried out hostile actions against an Annari Vessel seeking to destroy a Kraylor craft.

Kim's actions contradict Starfleet protocol, but he justifies them by referring to the humanitarian mission allegedly being undertaken by the Kraylor. By the time he is able to consult with Captain Janeway on the matter she has been put in the unenviable position of seeking trade with the Annari while aiding their foes.

Janeway sympathizes with the Kraylor's supposed mission of breaking a siege to supply a much needed vaccine to their homeworld, but the trade with the Annari would also be useful. She eventually permits Harry to accompany the Kraylor, but when his earlier actions become known to the Annari, Voyager is escorted out of Annari space and no trade occurs.

▼ The Kraylor doctor is actually a scientist testing defense systems.

▼ The Annari captain is eager to trade with Janeway.



◀ 'Captain' Kim instructs the young Kraylor Terek in navigation and course plotting in attempts to escape the tracking ANNARI VESSELS.

Designation Annari

Class M

Quadrant Delta

Inhabitants Humanoid

Characteristics Two bony ridges originate from between the eyes and flow into the hairline 90 degrees apart. Two jawbones grow in parallel formation and more ridges grow from the ears to the eyes.

History The Annari thrive on conquest, and annex other worlds by initially offering trade and advice. They blockade unwilling recruits until they surrender.

Starship Log STAR TREK: VOYAGER 'Nightingale'

Designation Kraylor

Class M

Quadrant Delta

Inhabitants Humanoid

Characteristics Physically look like humans, but with hard boned shell-like ridges running from ears into cheeks, and additional flaps of skin across the bridge of the nose.

Technology Kraylor Vessels are not built for warfare but have phaser fire capability, and a cloaking device has been developed to facilitate safe passage through Annari occupied space.

Starship Log STAR TREK: VOYAGER 'Nightingale'



GALAXY FACTS

- ▶ The Annari have a history of annexation and conquest throughout the Delta Quadrant. They are known to befriend and open trade with new races, and then blockade them over considerable lengths of time if the race chooses against immediately changing their allegiance to the Annari Empire.



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

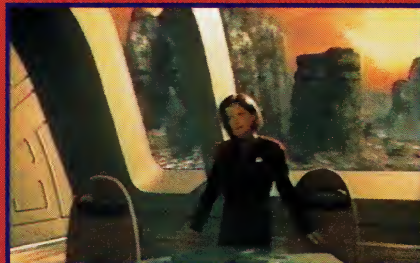
CARD 171

THE ANNARI AND KRAYLOR



OTHER GROUPS AND RACES

- ▶ Captain Janeway determines that Ensign Harry Kim's actions have compromised the Prime Directive.



- ▶ The Annari are clearly displeased when they discover Janeway's crew has been aiding the Kraylor.



- ▶ The Kraylor scientists are largely at the mercy of Kim's goodwill and training with their cloaking device offline.



horn shape. The wider end of this ridge surrounds the ear on either side of the head, and it diminishes to a point just above the lower end of the jawbone on each cheek. They are further characterized by two small folds of skin at the bridge of their noses. Both civilian and military personnel tend to dress in dark colors, with the most noticeable civilian item being a form of smock worn as casual dress. Serving Kraylor officers wear a grey padded pullover crossed by a sash denoting rank and bearing a communication badge. Some Kraylor grow their hair long, keeping it manageable by forming it into a tightly wound bun at the back of the head, although this is not a universal fashion among their people.

The Annari are more easily distinguished from other races, bearing several

noticeable facial features. A bony protuberance spreads from the bridge of their nose upward, splitting into two separate forks at an angle of 90 degrees from each other over the forehead and running under the hairline. The Annari jawbone is particular to the species, consisting of a second curved bone under the more familiar jawbone, which joins under the ear and the chin. A further bony ridge on each side of the face extends from the hairline above the ear to a point just under the edge of each eye.

Protection

Both the Annari and Kraylor are technologically advanced races with long experience of interstellar travel. The Annari are able to easily obtain **deuterium** and **dilithium**, and have a use for freshly mined **zeolitic ore**.

As befits their ambitions of conquest, the Annari tend to dress in functional military style, with protective black jackets and boots. In common with some Kraylor, Annari males grow their hair long, but comb it back to be tied at the rear of their heads.

Annari Warships are compact vessels capable of substantial firepower via a forward mounted **phaser emitter**, and two cannons mounted either side of the rear central housing. A **tractor beam** also operates from the front of the vessel. The forward phaser banks, however, do have a single weak spot; they are susceptible to overloading if struck by a deflector pulse at exactly the right moment during their charging period. Otherwise the Annari operate well protected and formidable vessels.

Kraylor Vessels are not constructed for warfare, but

have been adapted to suit the needs of the conflict they find themselves embroiled in. They are far more compact than the Annari ships, but utilize a somewhat bulky design.

Understated weapons

Kraylor vessels can muster nowhere near the firepower of their Annari foes, although they are armed with banks of phasers. The ships are warp-capable, and the controls are confidently applied by anyone with **Starfleet** training, although unlike many Starfleet vessels, these ships are capable of making planetary landings. There is little sentimentality among the Kraylor for their spacecraft, which bear a numerical designation rather than a name.

For the Kraylor the most significant modification to their ships is the addition of

a **cloaking device**. The cloaking field requires continual monitoring and attention, but can provide a successful defense against the Annari. With the cloaking device in place, **Kraylor Vessels** become untraceable to Annari sensors, and are therefore able to slip past the blockade around their homeworld. The Annari are unable to progress any further onto the planet due to the effective nature of the planetary shield grid operated by the Kraylor. Beyond the atmosphere, however the Annari maintain random and frequently operated scanning pulses designed to reveal any cloaked ships attempting to break their planetary siege.

Lush homeworld

When seen from space, the Kraylor homeworld is a **Class-M** planet with land masses surrounded by large bodies of water. There are also a number of mountainous areas winding across the surface of the planet. The atmosphere is composed of a standard nitrogen and oxygen mix, as befitting its Class-M designation.

As of **Stardate 54282.5**, field tests of the Kraylor defense scientist's cloaking device have proved successful. Vessels using this advanced technology will still need to evade the Annari scanning pulses to journey off their world, but the cloak goes some way to redressing the balance of power between the two species.

ADVANCED CLOAKING DEVICE

Vital technology

The firepower available to **Kraylor Vessels** is not sufficient to fight off the Annari who are enforcing a blockade of their homeworld. As a means of breaking this siege a Kraylor scientist named Loken has been working off world at a secret base to perfect a cloaking device that can be fitted to **Kraylor Vessels**. The prototype device is being tested during 2377, and despite the Annari being aware of its construction, it has successfully eluded them on its journey back to the Kraylor homeworld.

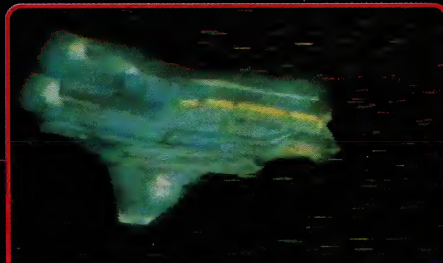
The cloaking device is very finely tuned, and is susceptible to destabilization due to fluctuations in the propulsion system. Repolarizing the containment field can restore the ship's cloak when it fails, but a more certain method is to bypass the phase converter and adjust the field polarity. A polarity level greater than 206.4 is required for maximum effectiveness. In a desperate situation the warp core can be taken offline, and the power transferred to the polaron matrix.

The prototype device is considered a success, and once it passes the Annari blockade of the Kraylor homeworld it is rapidly manufactured for fitting to other Kraylor craft.

- ▶ The **ANNARI WARSHIPS** are formidable vessels – their advanced weaponry and tractor beam easily overcomes the less military oriented Kraylor ship.



- ▶ Over their three year siege, the Kraylor have secretly developed an undetectable cloaking device which enables them to travel freely in Annari occupied space.





NAME:

DEEP SPACE NINE

CARDASSIAN NAME:

TEROK NOR

SYSTEMS:

INCIDENTS OF MAJOR DAMAGE

Deep Space Nine occupies a critical position at the wormhole gateway to the Gamma Quadrant. This places it in the firing line during a number of dramatic confrontations that leave the station bruised, battered, but ultimately unbowed.

The Federation outpost *Deep Space Nine* began life as a Cardassian ore-processing station, *Terok Nor*, in orbit of the planet Bajor. It was not designed to weather sustained attacks, or repel guerrilla strike teams or vast invasion fleets – but at various points following Starfleet's assumption of responsibility for the station, it is required to withstand these hazards.

The station is quite simply a mess when the first Starfleet crews arrive at the start of 2369. The Promenade has been plundered by the departing Cardassian forces, and the mechanical and electronic workings of the station have been stripped bare. Everything of use or value has been taken, leaving little more than a shell.

This situation is compounded by the journey the newly-christened *Deep Space Nine* is forced to undertake, after the first known stable wormhole is discovered further out in Bajoran space. The design stress caused

by the rapid movement is minimalized thanks to the work of Chief Miles O'Brien, but half of the docking ports are blown out.

Worse is to come, however, when three Cardassian vessels open fire on the station. O'Brien is only able to establish partial shields around critical areas, and *Deep Space Nine* takes a heavy beating. The first major direct hit is to empty storage bays on Deck 14, with no casualties. Explosions rock the station's central hub, and a further phaser and photon torpedo volley causes structural damage, with girders crashing down in the Promenade.

A fuel conduit also ruptures, injuring 13 people as it rips its way through the Promenade beneath the floor. The power flow must be shut down and diverted to prevent the entire area from going up in flames. The explosion also takes out the remaining operational docking ports. The attack is only halted when Commander Benjamin Sisko's *Runabout* returns through the wormhole, towing the Cardassian ship that was at the core of the misunderstanding. Repairs to the station get underway immediately.

New defenses

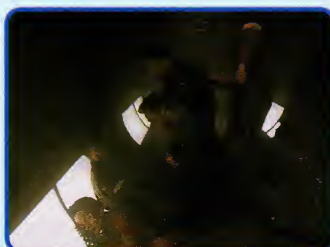
Starfleet spends a great deal of time and effort upgrading and adding to *Deep Space Nine*'s defensive systems, particularly when the threat from the Gamma Quadrant power known as the *Dominion* becomes apparent in 2370. This means that the station is able to offer effective resistance to an armada of Klingon vessels at the start of 2372. The Klingon leader, Chancellor Gowron, presses forward with an assault when Sisko refuses to hand over members of Cardassia's ruling Detapa Council.

The station's shields withstand heavy phaser attacks from dozens of ships, but a volley of photon torpedoes fired by the Klingon flagship, the *Negh'Var*, causes significant damage to the central hub. A devastating explosion

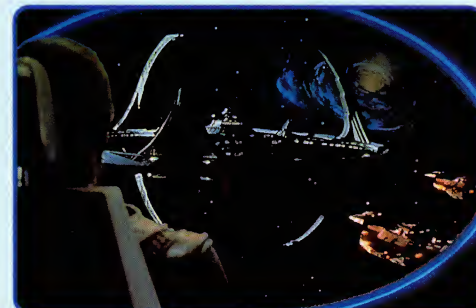
A Klingon attack fleet poses a considerable threat to DEEP SPACE NINE in 2372.



DEEP SPACE NINE's civilian population are under threat of injury during attacks against the station.



A massive repair program is initiated after the departure of Cardassian occupational forces in 2369.



DEEP SPACE NINE suffers damage to a number of systems after it relocates to the mouth of the Bajoran wormhole in 2369.

An attack by renegade Jem'Hadar results in Docking Pylon 3 being completely severed from the station.



in Ops signals the loss of two shield generators, allowing Klingon shock troops to begin beaming aboard. Other areas of the station also sustain serious damage.

Pitch battle

Deep Space Nine's Promenade and myriad corridors become a war zone, with most of the interior damage caused by stray phaser and disruptor beams. The containment of the boarding parties does, however, mean that the enemy fleet's bombardment pauses for a time. The shields are returned to operational status in this lull, and Starfleet reinforcements arrive as Sisko manages to talk Gowron into halting the attack.

The extensive repair schedule runs ahead of time in this case, but less than a year later, the station receives yet more catastrophic damage. A renegade Jem'Hadar strike team takes advantage of the absence of the U.S.S. *Defiant NX-74205*. They beam aboard from



Klingon forces successfully batter down DEEP SPACE NINE's shields in 2372, thus allowing them to beam aboard the station for hand-to-hand combat.





FILE 27 DEEP SPACE NINE



▶ **DEEP SPACE NINE's** structure survives numerous attacks throughout its years under Federation jurisdiction.

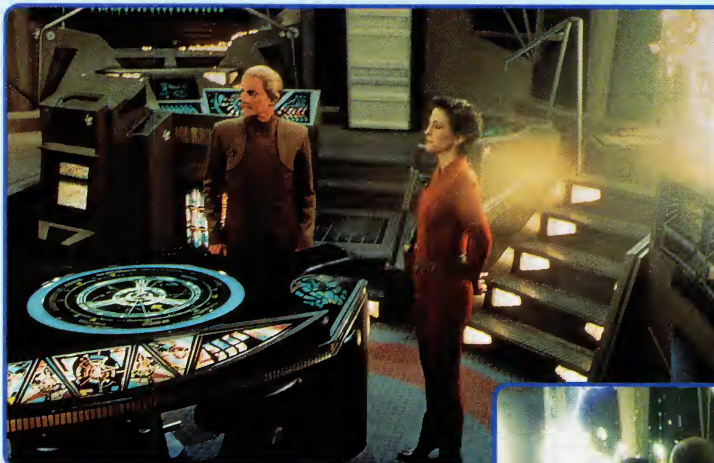


▶ **The Jem'Hadar** mount an attack against **DEEP SPACE NINE** that results in a massive explosion on the habitat ring.

a civilian transport, and raid key areas such as the science lab, the reactor control facility, and cargo bays for a collection of specialist equipment.

Devastation

The Jem'Hadar disable communications and weapons systems, but their pièce de résistance is the triggering of an explosive device in Upper Pylon 3. The top of the pylon is sheared clean off – a sobering sight for the returning *Defiant* crew. A plasma fire burns out of control in the stump, and debris is scattered about the area.



▶ **Major Kira and Odo** are under orders to prevent the Dominion from accessing the data contained within **DEEP SPACE NINE's** computers.

▶ **Major Kira Nerys** initiates **Sisko 197**, which irreparably damages the computer systems in Ops prior to the arrival of Dominion forces.

This structural damage almost certainly requires severe compensation by the station's **inertial dampers**. Fires rage in Section 13, threatening the nearby plasma conduits. Eighteen people are killed, over 100 are wounded, and 31 are officially designated missing. Some of the bodies still lie in the debris an hour later as the emergency teams struggle to contain the devastation.

Under attack

The pylon is rebuilt over the following weeks, but it is not the last damage *Deep Space Nine* suffers at the hands of the Jem'Hadar. The station comes under attack from a combined Cardassian-Dominion force at the end of 2373. The improved shields hold up for much longer than anticipated, but the attacking forces prevail by concentrating their firepower on Section 17 of the outer docking ring. This is not apparently an area of any great relevance, but simply a convenient focal point.

The plan works. Main power is lost to the shields, forcing a switch to auxiliary power. The station suffers a great deal of other damage, but this allows the *Defiant* to complete its work



mining the entrance to the **Bajoran wormhole**.

There is still more in store for the battered station, however, following the evacuation of all Starfleet personnel. **Major Kira Nerys** initiates program **Sisko 197** – a protocol the captain begins putting together the moment he anticipates the Dominion takeover. The main computer core and every major system aboard *Deep Space Nine* are gutted. Every console in Ops blows out. The station is comprehensively disabled for its new – and as it turns out temporary – occupiers.

Deep Space Nine is nonetheless returned to full working order, and continues to serve its Federation-Bajoran crew throughout the bloody war with the Dominion and up to the present day. It seems almost to enjoy the protection of Bajor's famed Prophets over its charmed life.

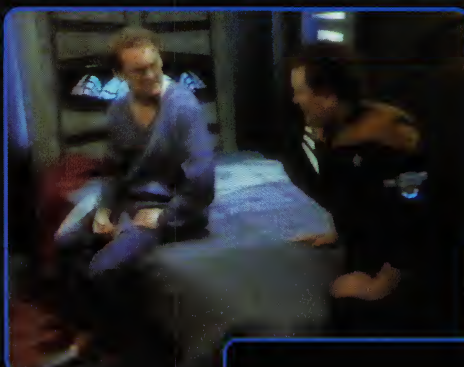
VISIONS OF DESTRUCTION

End of the line

Chief O'Brien experiences temporal shifts of five hours into the future in 2371, when a forced singularity interacts with a dose of delta series radiation in his system. He experiences the total destruction of *Deep Space Nine* during one of his 'trips.'

This shocking occurrence is set in motion when a *Romulan Warbird* decloaks and damages the station's shield generators. The fusion reactor is also hit, knocking out defenses, main power, and the comm system. The O'Brien contemporary to these events evacuates the station with a *Runabout* full of scared people, and can only watch helplessly as *Deep Space Nine* is consumed in a series of explosions that ripple across the habitat ring. The only recognizable debris remaining is a section of one of the pylons.

The timeshifting O'Brien manages to avert this catastrophe when he warns Captain Sisko to raise shields and prepare weapons in time.



▶ **Two versions of Chief Miles O'Brien** come face to face in 2371. Together they are able to prevent the destruction of **DEEP SPACE NINE** during an unprovoked attack by a **ROMULAN WARBIRD**.



▶ **DEEP SPACE NINE** is completely destroyed. Only a section of one of the docking pylons remains.



▶ **The last RUNABOUT** pulls clear of **DEEP SPACE NINE** as it is consumed by a mighty explosion in O'Brien's vision.

Orbital One: Interior

It is the destiny of many races to escape the bonds of their own worlds and to explore the deeper regions of space, but for the inhabitants of the time-differential planet this journey is of particular significance.

In 2376, the **U.S.S. Voyager NCC-74656** is drawn into, and subsequently trapped by the enormously powerful gravimetric forces of a mysterious planet, and unwittingly becomes a significant part of the world's cultural development. Due to a time dilation effect unique to the planet, years on the planet's surface pass as seconds on board the **Intrepid**-class vessel, and the **Starfleet** crew have the unique opportunity to observe the tremendously accelerated technological and sociological development of the entire planet, with rival factions of the populace eventually racing to be the first to reach the **Sky Ship** clearly visible to them in the night sky.

The first craft to successfully journey to **Voyager** is a small two occupant ship referred to as **Orbital One** by its pilot, that is launched from a ground-based facility. Its propulsion and control systems are relatively primitive, but its design proves successful in returning one of the two astronauts back to the planet, although a considerable amount of time passes between him leaving and returning to his world due to the time differential.

Cramped Cockpit

Mounted on top of the primary drive section of the rocket is a smaller cone-shaped capsule housing the crew and control systems. The cockpit's interior is cramped with none of the comforts incorporated into **Starfleet** vessels due to the basic nature of the materials used within its construction. The inner walls consist of bare white colored metallic plates designed for functionality and strength rather than aesthetic appeal. The port and starboard sides consist of angled bulkheads riveted together to enhance their strength, and while the interior appears to be environmentally intact the crew keep their suits and helmets on at all times during the flight suggesting that life support systems do not extend to the interior of the cabin. The rear of the capsule contains a single door set into a deep bulkhead that is narrower at the top than the base, allowing a fully suited astronaut to enter and exit the craft with relative ease. A supporting gridded beam runs over the top of the doorway, terminating in the upper ceiling plates that include a series of white illuminated panels that provide relatively poor primary illumination to the interior.

The astronauts are positioned forward of the entrance hatch in two large flight chairs adjacent to each other. They are secured into place on

the molded seats by a series of restraining straps. Movement within the cramped confines of the cockpit would be difficult even in zero gravity due to the lack of space, so the straps are also designed to cushion the tremendous G-forces experienced by the crew when the stage separation rockets are fired as the vessel does not feature a **structural integrity field** that would otherwise negate such effects. An integrated headrest reduces the movement of the astronaut's heads during activation of the ship's rockets, and in common with the rest of the seat it is covered in a durable heavy-duty padding.

Space-faring technology

Situated in front of the commander on the port side of the cockpit and pilot on the starboard side is the master control panel, a vertically angled board containing the primary control systems for the entire vessel. The technological level of the alien race at that time is not advanced enough to incorporate remote viewing screens, and communication between the crew and launch control is audio only. In order to maximize the structural strength of the cockpit, the only view of outside space is gained through two small angled ports located to the left of the commander's position, and right of the pilot, with both crew members having to lean to one side in order to look through them. The ports feature a series of inscribed symbols on the outer edge of the transparent material, allowing a rough approximation of the vessel's attitude and distance from an object.

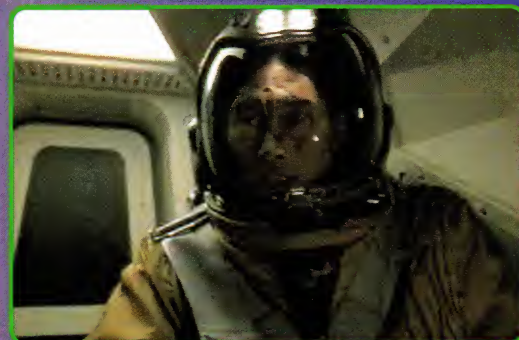
The master control panel features several



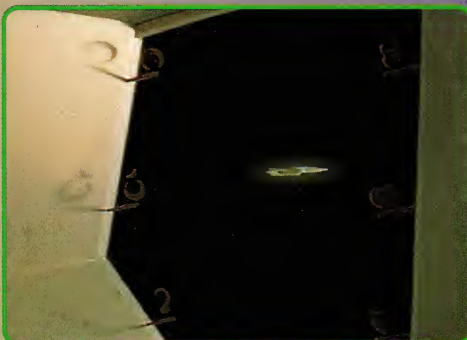
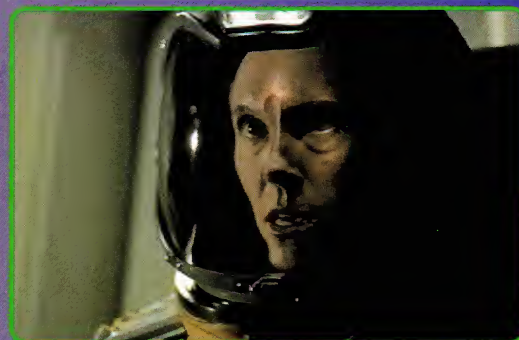
▲ In order to successfully break free from their planet's atmosphere, the crew employ a series of controlled fuel ignitions to boost their momentum.



▲ The crew are forced to complete most of their mission unaided when they lose contact with their launch controller soon after leaving the atmosphere of their planet.



▲ **ORBITAL ONE** docks with the **U.S.S. VOYAGER NCC-74656**, allowing the crew to board the ship that has obtained near mythological status for them.



▲ The approaching image of the **SKY SHIP** is seen from the viewing ports situated either side of the crew; red glyphs allow the crew to judge size and distance.

▶ The effects of moving between temporal zones quickly become apparent once the crew of the **ORBITAL ONE** access **VOYAGER**.

Orbital One: Interior

analogue style switches used to initiate a limited range of commands to the vessel's various systems. The pilot can initiate ignition for the rocket's propellants, and low-level audio alerts signify the depletion of the fuel. The pilot also has the ability to fire the deceleration thrusters after carrying out a distance check to an object, and make manual changes to the pitch angle of the vessel via the use of thrusters and the centrally mounted joystick directly in front of his position.

Windows situated either side of the cockpit allow the crew members a view into outer space.

The seats are constructed using a metal chassis to protect the crew from the G-Force experienced during take off and ignition blasts.

The board features a series of sensor devices that allow the two crewmen to monitor system functionality, including the communications transponder after losing contact with launch control. The commander has the ability to lock an automatic rendezvous sequence into the ship's basic computer via a series of controls directly in front of her, although *Orbital One's* scanners lack the power and sophistication to penetrate the outer hull of *Voyager*.

The flight stick controller is used to operate the thruster systems aboard the ORBITAL ONE.



The environmental conditions are not sufficiently regulated to allow the crew of ORBITAL ONE to wear anything but their spacesuits.

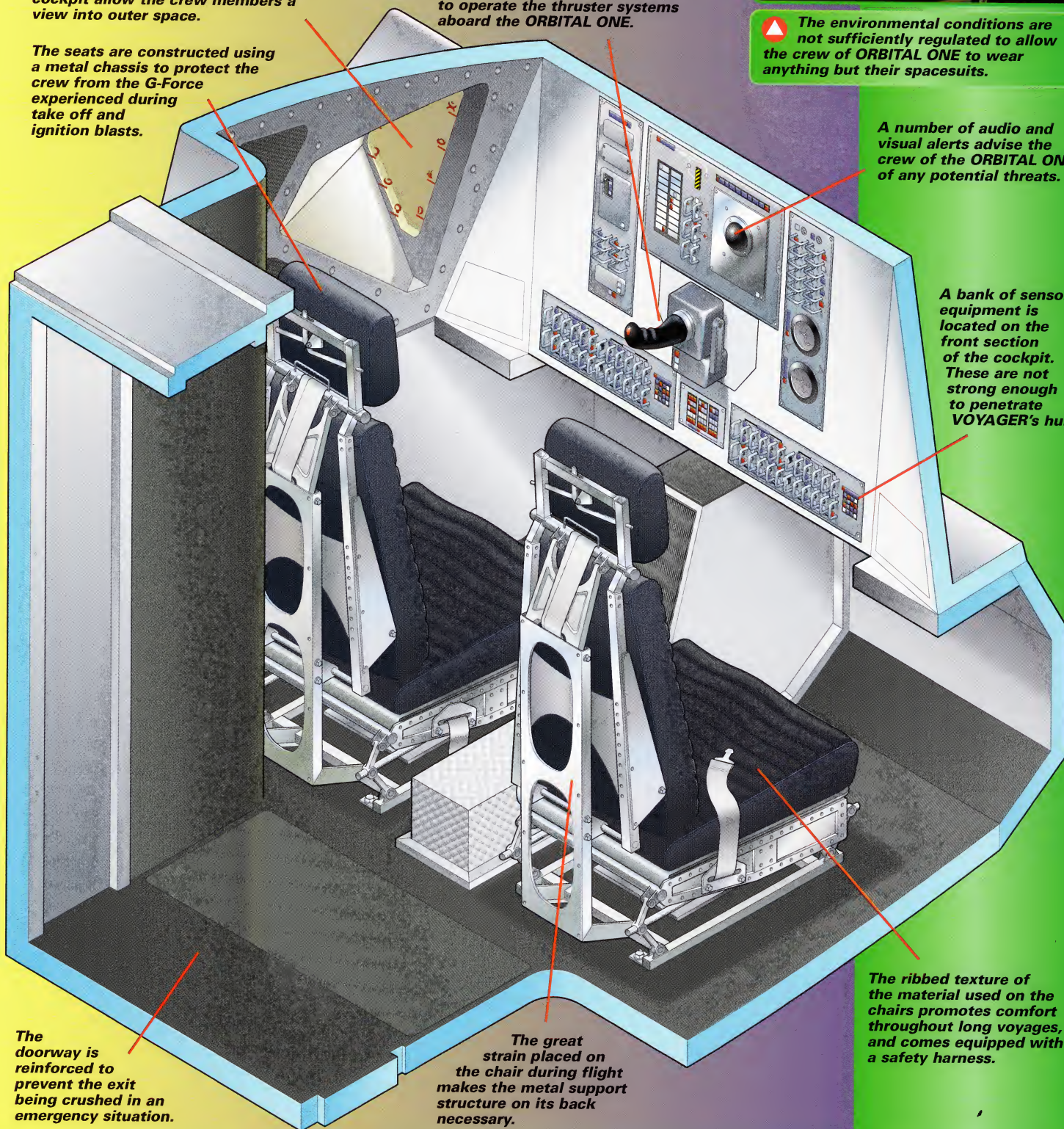
A number of audio and visual alerts advise the crew of the ORBITAL ONE of any potential threats.

A bank of sensor equipment is located on the front section of the cockpit. These are not strong enough to penetrate VOYAGER's hull.

The doorway is reinforced to prevent the exit being crushed in an emergency situation.

The great strain placed on the chair during flight makes the metal support structure on its back necessary.

The ribbed texture of the material used on the chairs promotes comfort throughout long voyages, and comes equipped with a safety harness.



Tuvok and Pon Farr

Vulcans can do little to control the seven-year itch of the Pon farr, but for Lt. Commander Tuvok, trapped far away from home in the Delta Quadrant, personal experience and the advances of modern medicine can offer some respite.

Isolation in the **Delta Quadrant** causes particular problems for the **U.S.S. Voyager NCC-74656's** Vulcan crew members, as they are unable to return home to mate when they go through their **Pon farr** – the Vulcan mating urge that overcomes them once every seven years. As soon as the realization sinks in that *Voyager's* sojourn in the Delta Quadrant is likely to be a long one, **Lt. Commander Tuvok** is no doubt aware that there is every possibility that he will be forced to experience his next mating cycle many light years from his wife, **T'Pol**. Tuvok approaches the situation with typical Vulcan reserve, however – he believes strongly that the Pon farr is a very private matter that should never be discussed with outsiders. He is so strict in his adherence to this rule that on his previous cycle, he simply told his commanding officer that he had a mild dose of **Tarkalean flu**.

A private matter

To non-Vulcans, Tuvok's approach can seem cold and uncaring – especially when he makes it perfectly clear that he has no intention of interfering, as he sees it, in the first Pon farr experienced by his crewmate **Ensign Vorik**, even though the young Vulcan has very little idea of what is happening to him. Tuvok makes it clear to *Voyager's* **Doctor** that he believes the best course of action is to leave Vorik alone, and that with

sufficient mental discipline, the youth's chemical imbalance should correct itself. It is only when Vorik becomes a threat to the safety of the other crew members that Tuvok is forced to take a more active role, eventually arbitrating the ritual fight of the **Koon-ut-kal-if-fee** – one of the traditional resolutions of the Pon farr.

Fighting the urge

As might be expected, Tuvok is no more forthcoming when he begins to enter his own Pon farr in 2377. A Vulcan's life span is much longer than that of humans, and their libido increases rather than diminishes as they grow older; at more than 100 years of age, Tuvok has been through this experience several times before. He is not even middle-aged by Vulcan standards, but has already fathered four children, and is even a grandfather. Consequently, he has a good idea of what to expect and how to prepare for it; unlike Vorik, he knows when his mating period is due and how to recognize the symptoms, allowing him to remain relatively calm and collected throughout. When he feels the urge coming upon him, he retires quietly to his quarters and summons a medic – **Tom Paris** – to come to him.

The symptoms Tuvok is experiencing include trembling hands, excessive perspiration, fever, and respiratory distress – similar to those which would be experienced after

PROFILE ON TUVOK'S PON FARR

DESCRIPTION: Pon farr is the Vulcan urge to mate which strikes every seven years and grows increasingly intense with each cycle.

REMARKS: In 2302, Tuvok experiences his first Pon farr, six years after beginning the **Holinahr** ritual; he then abandons his training and takes a wife, T'Pol. Aboard the **U.S.S. Voyager NCC-74656**, Tuvok learns to adapt to the experience without his mate.



▲ Tuvok prepares for the Pon farr as best he can. He hopes he can keep this intensely private affair as quiet and low-key as possible.

rites of passage



★ A difficult lesson

Tuvok considers the Pon farr to be a deeply personal matter and only mentors Vorik when the young Vulcan endangers the crew.

★ A simple case of flu

Paris marvels at the libido of such an "old man" suffering from "Tarkalean flu."



★ Experience

The Doctor entreats Tuvok to share his knowledge.



contracting a virus. At this early stage, however, the urges can still be controlled by meditating on a ceremonial candle.

The Doctor's experiences with Vorik's Pon farr have



★ Fever

The Doctor creates a hologram for the bewildered Vorik to ease his passage through the Pon farr, colloquially known as blood fever.

OTHER CARDS IN THIS FILE...

51 CAPTAIN JANEWAY
69 LON SUDER
74 VORIK

SEE OTHER FILES...

STAR TREK: VOYAGER.....File 71

Tuvok and Pon Farr

★ Alternatives

Paris is unqualified to increase Tuvok's dosage and suggests designing a program for the holodeck to act out Pon farr.

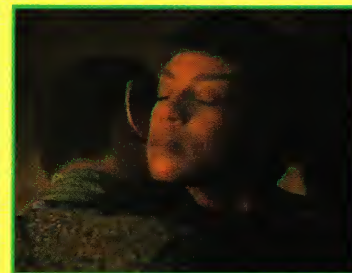


★ Practicing discipline

Forbidden in Lokirrim space, Tuvok's holodeck is shut down and he is called to the bridge in his capacity as Chief of Security.

★ Soup for the soul

Always eager to help, Neelix delivers Tuvok some scentless and flavorless home-made soup to cure him of his Tarkalean flu.



★ Better with a kiss

Tuvok and his beloved, though fabricated, T'Pel embrace after the initial touching of fingers and begin their mating ritual.

"There is nothing logical about the Pon farr . . . anyone who has experienced it understands that it must simply be followed to its natural resolution."

— Tuvok attempts to explain the Pon farr to a non-Vulcan

allowed him to make some provisions for Tuvok's condition. The holographic medic has developed techniques which, when combined with medication, will enable the Vulcan to control the symptoms. The data for this treatment is stored in the starship's medical database under file **Theta 12 Alpha**, from which it can be replicated instantly. Tuvok will, however, be out of commission for a couple of days until the treatment takes effect; as he does not want to admit his condition to **Captain Kathryn Janeway**, he once again hides behind the rather transparent excuse of suffering from Tarkalean flu.

Unfortunately, the process does not work; Tuvok's neurotransmitters do not absorb the medication as expected, and increasing the dosage risks damaging his neocortex. The situation is compounded by the fact that the Doctor is away from *Voyager* at the time that Tuvok's symptoms develop. He may have been able to synthesize a stronger dose of the medication, but Tom Paris – the duty medic in his absence – is out of his league.

The only other alternative Paris can offer is the **holodeck**: he suggests that Tuvok should take a photonic lover. The Vulcan is horrified at the thought of being



★ Hollow mate

Tuvok and his wife begin the traditional exchange of words in the soothing candlelight of a Vulcan cave.

unfaithful to his wife even with a holographic woman, but relents when Paris suggests making a mate in the image of his beloved T'Pel, whose likeness can be copied from Tuvok's photographs.

Surrogate lover

Tuvok meets the facsimile of T'Pel in the soothing setting of a Vulcan cave, where they make the following traditional exchange:

★ Second best

After Pon farr, Tuvok tells Paris that the holoprogram was merely adequate, and artistic license left T'Pel's ears four millimeters short.



T'Pel: "As it was in the dawn of our days, as it will be for all tomorrows. To you, my husband, I consecrate all that I am."

Tuvok: "T'Pel, my wife. From you I receive all that I am."

T'Pel: "As it was in the beginning, so shall it be now."

They then begin the physical joining with the ritual touching of fingers, as Tuvok utters: "Two bodies . . . one mind . . ."

HIPPOCRATIC OATH

Doctor's dilemma

By the 24th century, the existence of Pon farr, if not the specifics, is well known to most Starfleet officers. After the crew of the *U.S.S. Voyager NCC-74656* witness Vorik's loss of control, Tuvok's predicament obviously preys heavily on the mind of his ship's holographic Doctor – so much so that the photonic physician daydreams a scenario in which Tuvok goes berserk in the mess hall and has to be sedated with a hypospray. Luckily, when Tuvok's real Pon farr comes around, both men have had time to prepare, and it passes with little incident. Most of the crew are unaware that Tuvok is suffering from anything more serious than a mild viral infection.



▶ Bitter medicine

The Doctor daydreams about a Tuvok totally out of control, but settles on devising a neurotransmitter that alleviates the psychological and physical torment the Vulcan experiences over his period of Pon farr.



◀ Anguish

Tuvok is ordinarily unaffected by emotions and passion but his analytical abilities are of no comfort during the highly illogical time of the Pon farr. He must persevere until it has run its course and reached its natural conclusion.

Ritual interrupted

Tuvok's mating ritual is interrupted when *Voyager* is attacked by a **Lokirrim Vessel** that targets holodeck 2 in protest against photonic activity, forcing the Vulcan to leave his holographic haven and return to the bridge. With remarkable self-discipline, he is able to control his symptoms and help to fight off the aggressors. This leaves him free to return to the holodeck and finish his mating, although he readily admits to Tom Paris afterward that the holographic T'Pel was merely "adequate," and certainly no substitute for his real wife. Tuvok can only hope that by the next time his Pon farr comes around, he is back in the **Alpha Quadrant**, free to seek out the arms of his loving wife and purge his blood fever in the way that nature intended.

Dr. Chaotica

Dr. Chaotica is the self-dubbed ruler of the cosmos — a megalomaniacal madman whose hobbies include invading Earth, wooing his long-time love Queen Arachnia, and engineering the preferably slow and painful death of the insufferably good Captain Proton.

Dr. Chaotica is the splendidly supreme force for evil in the fictional universe of 'The Adventures of Captain Proton.' His villainy knows no bounds, his ambition no equal. He will not be happy until he has fulfilled his dream of ruling the entire cosmos.

The insane scientist is a vision of pure evil in his flowing black robes. His dark hair is slicked back under a tight-fitting cap, and his pinched face features bushy eyebrows, a full mustache, and a pointed beard. He is a true megalomaniac. He expects to be recognized by people of the universe over because of his infamy, and he likes nothing better than to be addressed as sire or majesty, and receive compliments on the diabolical fiendishness of his brilliant plans.

Chaotica's stronghold is known as the **Fortress of**

Doom. It is a sprawling castle situated atop a rocky mountain on **Planet X.** The fortress is well-protected by a patented **lightning shield**, and entry is only possible via the drawbridge. The doctor is protected night and day by the palace guard, led by his devoted lackey **Lonzak.**

A fiendish villain

Chaotica gets bored easily and has little time for fools, like any madman worth his salt. He often has reason to round on his underlings for their incompetence, and he demonstrates little patience with Lonzak's bowing and scraping. The deputy is the recipient of much of Chaotica's extensive vocabulary of put-downs, including his favorite: "insolent fool."

The Fortress of Doom has everything that Chaotica needs to mount his insane plans for universal domination.

PROFILE ON DR. CHAOTICA

NAME: Dr. Chaotica

LIFE FORM: Holographic overlord

STATUS: Deceased . . . ?

OCCUPATION: Ruler of Planet X

REMARKS: Dr. Chaotica commands his Army of Evil from the safety of his Fortress of Doom. This sanctuary provides him with the perfect location from which to plot further devious schemes to outwit Captain Proton.

FIRST SEEN: 'Night' [VOY]

▶ Dr. Chaotica is a tyrannical evil genius, and the scourge of Captain Proton. Nevertheless, his fiendish plans are always foiled by the gallant do-gooder.



The major weapon in his arsenal is a **death ray** that can disable any rocket ships approaching Planet X. It is said to be the most powerful weapon in the Galaxy. Chaotica does

not carry weapons on his person, but he is able to operate **confinement rings** within the fortress at any time with a push of a button on his belt.

The doctor also keeps

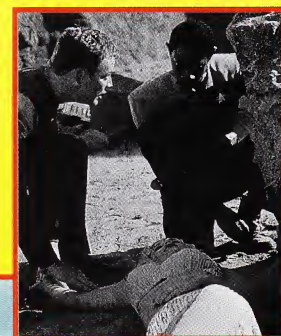
handy the **cradle of persuasion**, a favored interrogation device complete with brain probe and pain modulator. He is fond of tying his captives up so that he can gloat as they witness his glorious plans coming to fruition. He even lets loose with the odd protracted evil chuckle for

★ Loyal henchman

Lonzak is Dr. Chaotica's bumbling henchman. He is always gracious in the face of his leader's evil wit, and stands ready to die for Chaotica.

★ Murderer

Chaotica has little difficulty in murdering the beautiful and vivacious Constance Goodheart. Captain Proton will surely make him pay for this crime!

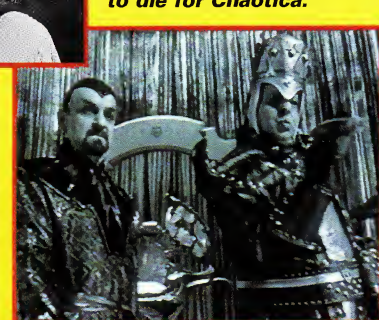


★ Captured

Dr. Chaotica gloats at the captive Buster Kincaid and Constance Goodheart. Their capture is part of his plan to rid the universe of Captain Proton.

★ Fortress of Doom

Chaotica's Fortress of Doom is a majestic structure constructed atop a craggy mountain. It is almost impossible to breach the tight security of this stronghold.



OTHER CARDS IN THIS FILE...

2 PROFESSOR MORIARTY
6 BARCLAY'S HOLOCHARACTERS
8 HALEY

SEE OTHER FILES...

OTHER GROUPS & RACES...File 18
STARFLEET PERSONNEL...File 43
SYSTEMS...File 59
STAR TREK: VOYAGER...File 71



Dr. Chaotica



★ King and Queen

Chaotica is thrilled at the prospect of ruling the universe with a kindred spirit at his side – the beautiful Arachnia, Queen of the Spider People.

their benefit. Chaotica is also prone to overreact when his plans are thwarted, dramatically turning away from his captives with a howl of frustration.

Pastimes of an evil genius

Some of Chaotica's favorite diversions include his harem of slave girls, and putting slaves to work in the mines of Mercury. The most common target for his nefarious schemes is the planet Earth. He is fond of making radio announcements warning the hapless citizens of their imminent fate. Those who oppose him face a dire fate, whereas he promises mercy to those who acquiesce. This is not likely, however.

Standing between Chaotica and his plans is the heroic **Captain Proton**, space man first class and



★ Manipulative Queen

Arachnia is confined when her duplicity is discovered. She manages to manipulate Lonzak into freeing her, however.

"Your armies will be no match for my space force! We'll crush you like insects!"

— Dr. Chaotica taunts his arch foes

all-American hero. The twisted madman is fond of making visual contact with Proton aboard his **Rocket Ship** so that he can gloat and demand his arch-enemy's surrender, but Proton thwarts a number of efforts to invade and/or destroy Earth. He is also responsible for the destruction of Chaotica's mind-control machine. The doctor is constantly aggrieved that Proton lives to fight another day, despite apparently enduring



★ The tables are turned

Arachnia draws a ray gun on Chaotica, and the doctor realizes that his plans for Galactic domination are doomed.



★ Confined by Chaotica

Captain Janeway – or rather Arachnia, Queen of the Spider People – becomes a prisoner of Dr. Chaotica again in 2377.

numerous terrible fates.

Chaotica succeeds in capturing Proton's **Rocket Ship** – along with the good guys **Buster Kincaid** and **Constance Goodheart** – in the episode **'Satan's Robot Conquers the World.'** His evil plan is to use the vessel to lead his forces into battle, but this is thwarted when Kincaid activates the self-destruct mechanism. Chaotica manages to escape in this instance.

Evil personified

The evil madman is aided in his infamy by a space force, known as the **Army of Evil**, that lies ready to do his bidding. He is also abetted by the fearsome **Satan's Robot**, which carries his equipment and occasionally destroys his enemies for him. He controls the clanking monstrosity through a device strapped to his wrist.

Chaotica's greatest potential ally is **Arachnia, Queen of the Spider People**. She is the one chink in his armor – appeals to his vanity and ego aside. He has long tried to form an alliance with this kindred spirit, a fellow ruler who understands the trials and tribulations that he must endure. They do not meet until episode 18, **'Bride of Chaotica!'**, but his heart belongs to her from the moment she sends him a bottle of her irresistible pheromones in episode 16, **'Spell of the Spider.'**



★ End of a megalomaniac

Chaotica's final moments are spent slumped beside his death ray. His last few gasps of air are dramatic and faltering, but few believe him really to be dead.

Chaotica wishes to take Arachnia for his bride, so they can rule the cosmos together. He even offers Constance Goodheart as a sacrifice. He is staggered to discover that the queen – played in this instance by the **U.S.S. Voyager NCC-74656's Captain Kathryn Janeway** – is in league with Captain Proton, aka **Lt. Tom Paris**. He captures her and decides to press ahead with the wedding anyway – he can kill her after their wedding night, when he will no doubt have his evil way with her.

Chaotica remains in awe of Arachnia's passion and strength even when she turns the tables and forces him to deactivate the shield, allowing Proton to clinch victory. She shoots him for his trouble. The twisted doctor makes a desperate final stand, but he is electrocuted when Proton destroys his death ray. He falls to the floor and gasps his long last.

The universe has seen the last of Dr. Chaotica – or has it? The redoubtable arch-villain insists with his dying breath that he shall return to seek his revenge ... which he indeed does, in 2377, when **Voyager** is fractured into 37 distinct time periods.

One of these temporal regions is home to an active **holodeck**, in which a Captain Proton simulation is active. **Commander Chakotay** and an earlier incarnation of Captain Janeway are swiftly captured upon entering this scenario, after Chaotica recognizes her as Queen Arachnia. Fortunately, the **Starfleet** officers are able to outwit the evil genius and complete their mission without further interference.

THE FIFTH DIMENSION

Battle among the stars

Dr. Chaotica's paranoid fears that Planet X will be invaded appear to be realized when representatives of a photonic race from what he believes is the Fifth Dimension materialize in his holographic realm in mid-2376. He orders the two captured life forms executed, sparking a war with the race, who are unaware that he is a fictional character.

The battle is short and furious, with the aliens' photonic charges versus Chaotica's death ray. The doctor is in his element in the fray, despite the fact that many of his minions die, Satan's Robot is damaged, and a smoking hole is blown in the Fortress of Doom. The battle ends when Captain Proton destroys the death ray and the aliens depart back to their own dimension.



◀ Invaders

Satan's Robot watches as subspace fissures open in the holodeck – a sign of invaders from the Fifth Dimension.



▶ Execution

Chaotica has no difficulty in ordering the execution of one of the photonic aliens that invade his realm.

Nuria

A natural diplomat, clear-headed and sensible, it is unknown how Nuria became the leader of her people, but their devotion to her and their trust in her abilities is clear. Nuria would sacrifice herself for her people, and holds their welfare and future above all else.

The planet **Mintaka III** has reached a stage of development comparable to Earth's Bronze Age. The planet's inhabitants, the **Mintakans** – described by **Dr Barron**, a **Starfleet** anthropologist, as “proto-Vulcan humanoid” – live in small settlements. One such settlement – little more than an extended family numbering a dozen or so – is headed by **Nuria**, a young woman apparently in her twenties or thirties. How she achieved her position of leadership is unknown; the Mintakans, she leads, however, trust her completely. They turn to her for guidance and for the most part accept that guidance unquestioningly – it is rare for one of them to disagree with her and, indeed, the members of her settlement can be confused and uncertain of what to do if she is not there to take charge and direct them. They listen to her and accept her

counsel because she inspires confidence in them. A natural leader, Nuria maintains her position as head of the settlement even though other members of it – most of whom are male – are considerably older than her.

Adaptable

Like all Mintakans, Nuria is peaceful and rational and has a highly-ordered mind. As more developed Vulcans believe in what is logical, Nuria tends to focus on what is reasonable, although she can be superstitious. In some circumstances she exhibits skepticism, but is willing to be convinced of another's point of view and is not scared of seeking and taking advice from others – she keeps her options open. She has been described as exceptionally clear-minded and sensible. She is a natural diplomat, being friendly and welcoming to outsiders who visit her settlement, even if she has never met

PROFILE ON NURIA

NAME: Nuria

LIFE FORM: Female Mintakan

CURRENT STATUS: Nuria is aged somewhere in her 20s or 30s. Her marital status is unknown. She is the recognized leader of her people.

REMARKS: As a proto-Vulcan, Nuria displays a strong sense of logic and reason, though still tempered with emotion and superstition.

STARSHIP LOG: ‘Who Watches the Watchers’ [TNG]

Nuria is a young female proto-Vulcan of Mintaka III. She leads her people through an encounter mistakenly believed to be the work of the Overseer.



them before. Nuria is inquisitive and quickly adapts to new ideas and situations. She cares deeply for those in her settlement (whom she refers to as “my people”), especially the children, and constantly thinks of their future welfare,

exploring the possibilities of any given situation to benefit them. Her leadership responsibilities seem to have left little time for a personal life: there is no evidence that Nuria has a mate or children.

Nuria possesses tenacity and valor. She is brave to

the point of being prepared to risk her own life in order to protect another's.

Practical

Nuria follows the Mintakan practice of dressing in a practical and rustic fashion. She wears a long, pale green dress

LOGICAL LEADING LADY



★ Tough decisions

Nuria listens to Liko's account of the “Overseer.” Unlike the older men she is surrounded by, she seeks answer in logic and reason – displaying more evolved Vulcan traits – before falling back on the old myths and superstitions.

★ Punishment

Nuria decides the fate of Deanna Troi, disguised as a Mintakan – she will die as a sacrifice to the “Overseer” if Riker does not return.



★ Beam aboard

Nuria is transported aboard the U.S.S. Enterprise NCC-1701-D by Picard in an effort to show her that he is not the “Overseer,” but merely a human being.

★ A perfect model

Nuria grasps that Picard is not omnipotent, but simply of a more technologically advanced race while aboard the ENTERPRISE.



Nuria



★ Culture clash

Riker and Troi are disguised as Mintakans to avoid further cultural contamination while on reconnaissance.

made of a rough material, with a light brown under-skirt and cuffs. Her outfit has little ornamentation. Her shoes are suitable for clambering over the rocky terrain of Mintaka III. She has the arched eyebrows and pointed ears typical of Vulcans, and wears her long raven hair in two braids.

Only human

On **Stardate 43174.2**, Nuria comes into contact with the crew of the **U.S.S. Enterprise NCC-1701-D** when a reactor explosion in a Starfleet anthropological research station studying her settlement reveals the presence of the hitherto camouflaged outpost. A series of events leads the Mintakans – who had previously



been unaware of space travel or other races – to perceive **Captain Jean-Luc Picard** as a god, or “Overseer,” from their past. Picard invites Nuria onto the *Enterprise* in a bid to prove his humanity, and although overwhelmed by the ship and confused by its technology (she asks Picard to resurrect six of

her people who died in flooding the previous winter), Nuria’s reasonable nature and innate common sense means that she eventually accepts that Picard is not divine. Her encounter with the *Enterprise* leaves Nuria with the hope that one day her people, too, will travel “above the skies.”

★ On the warpath

Without Nuria’s leadership, the Mintakans behave more rashly – they set out to find the strangers in order to please the “Overseer.”

“I never imagined I would see the clouds from the other side.” — Nuria to Picard



★ Captive

The weak and electrocuted Dr. Palmer is captured and dragged back to the village for all to see.

LETTING GO OF THE PAST

The Overseer of Mintaka III

Millennia ago, the inhabitants of Mintaka III believed in god-like beings with great powers. These beings made the rains fall, told the sun when to rise, caused all life to be born, to grow and to die. One of these beings was called the “Overseer.” The Overseer had supreme power: his more minor abilities included being able to appear and disappear at will; but he could also provide gentle winters, plentiful hunting and fertile crops – and heal the dead. He was not, however, totally benevolent: there are stories of him destroying those who had offended him.

Although the modern Mintakans’ rational nature means they have, by and large, discarded the tales of the Overseer and the other supreme beings as old superstitions, the events of **Stardate 43174.2** show that those beliefs are not far below the surface. When Liko, a Mintakan male, is injured, he is transported to the **U.S.S. Enterprise NCC-1701-D** for treatment. Baffled by the *Enterprise*’s advanced technology, Liko convinces himself – and other Mintakans – that Captain Jean-Luc Picard is the Overseer and the *Enterprise* crew are the Overseer’s many servants. It is only when Liko injures Picard, drawing blood, that he realizes how wrong he has been.

▶ Introductions

Nuria reveals Picard is only human but Liko refuses to believe that he is mortal and nearly kills the captain to prove his misguided point.



◀ On their own

Nuria and her people come to realize that any interference from the Federation could alter their evolution.

◀ Wrong idea

While under observation aboard the *Enterprise*, Liko mistakes Picard for the “Overseer.”

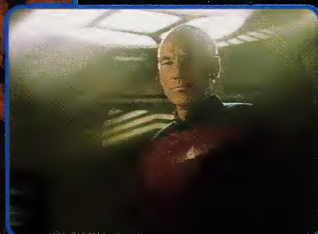
▶ A new site

Liko and his daughter are confused when they witness the explosion of the research station.



★ Revealed

One of the Starfleet anthropologists is ejected from the previously camouflaged research laboratory during an equipment malfunction.



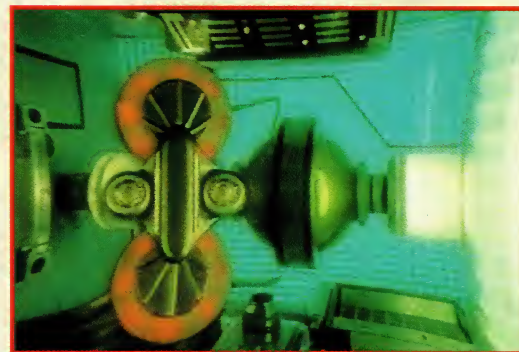
Temporal Disruptor

The exceptionally sophisticated and obliterative temporal disruptor can fracture space-time into ever expanding rifts within an initial area of 150 meters. It can only be disarmed within the time phase it is planted.

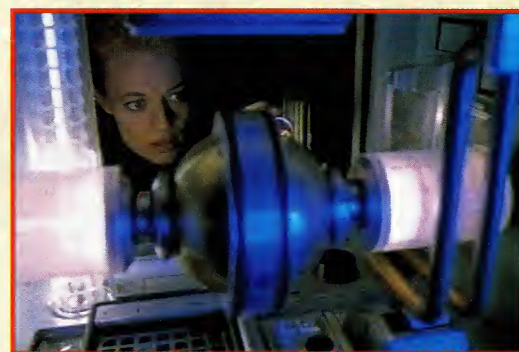
Traveling through time and the monitoring of events within the timeline carries with it a number of inherent problems, from the accidental instigation of paradoxes to the potential of irrevocably altering history. In the 29th century, the **United Federation of Planets** devotes its state of the art resources to policing the timeline and ensuring history is not altered or affected by individuals or events. This policy is enforced by such vessels as the **U.S.S. Relativity NCV-474439-G** commanded by **Captain Braxton**. This future version of **Starfleet** is equipped with many revolutionary items of equipment and technologically advanced systems, and while the crew of *Relativity* has the ability to place its personnel at any place in time and space in order to maintain the correct timeline, individuals are particularly susceptible to the highly unpredictable effects of **temporal**

psychosis. Captain Braxton's experiences of the **U.S.S. Voyager NCC-74656** and in particular **Captain Kathryn Janeway** leads to a re-emergence of an illness caused by his isolation on 20th-century Earth for 30 years, for which he blames Captain Janeway, and Braxton becomes determined to wipe out the **Intrepid**-class vessel and its crew through the use of a highly sophisticated and devastating **temporal disruptor** after he has to sort out the problems caused by the vessel for a third time.

Captain Braxton's illness occurs after his attempts to track down the saboteur of *Voyager* in 2375, so the entire crew of *Relativity* do not realize it is their own captain who is responsible for the destruction of the vessel until after **Seven of Nine** is repeatedly recruited to help in the hunt for the assailant. The former **Borg drone** is chosen to help isolate the exact position of the temporal



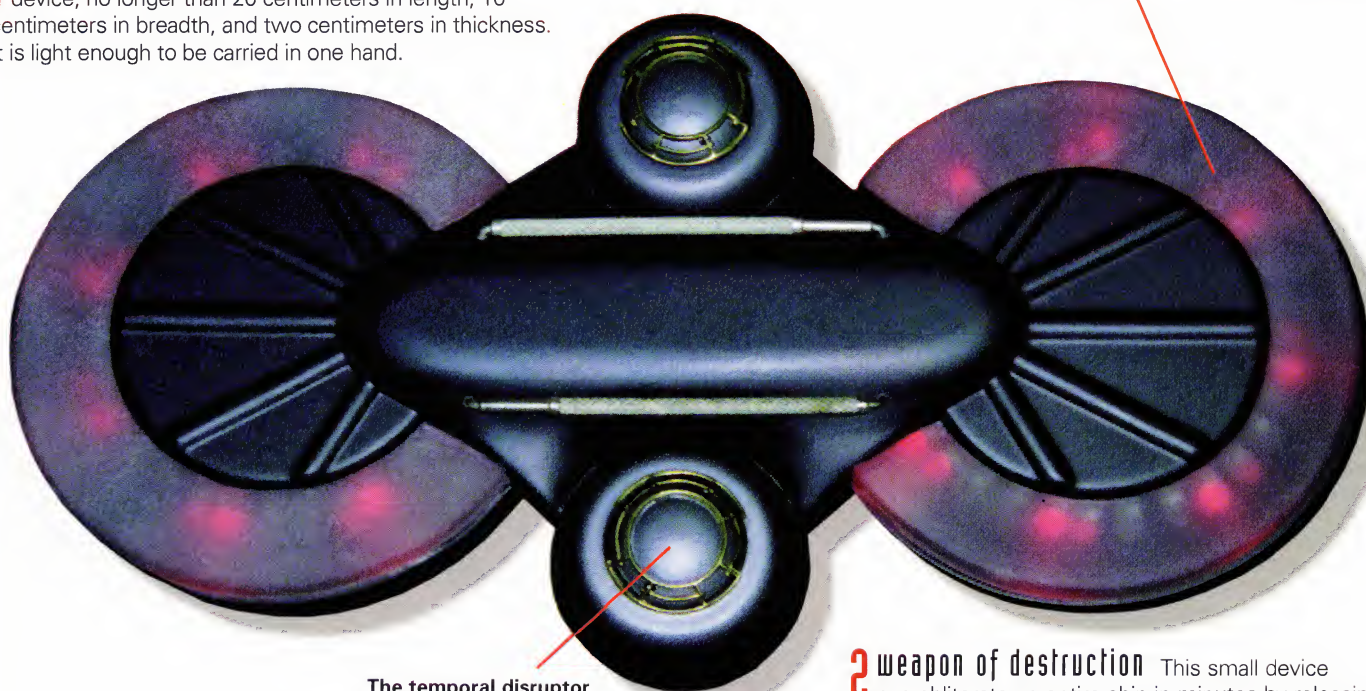
▲ The Temporal Disruptor is hidden in a **Jefferies Tube** in **Junction Beta 28, Section 39, Deck 4**. It can be detected by a 29th-century tricorder within a limited area and **Seven of Nine's** ocular implants can detect its disruptions.



▲ **Seven of Nine** is repeatedly recruited by **Captain Braxton** to find and disarm the disruptor. She cannot disarm the device unless she can find it in the period it was first made operational.

TEMPORAL DISRUPTOR

1 small package The **temporal disruptor** is a small device, no longer than 20 centimeters in length, 10 centimeters in breadth, and two centimeters in thickness. It is light enough to be carried in one hand.



The temporal disruptor can be armed or disarmed by pressing either of the circular buttons across the waist.

The translucent bordering rings glow with flashing and rotating red illumination when the device is activated. The light is accompanied by an ascending electronic whine.

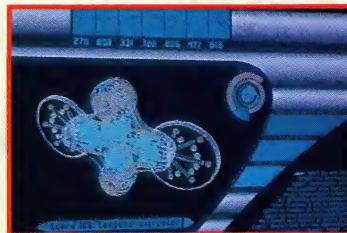
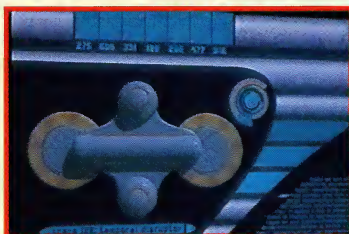
2 weapon of destruction This small device can obliterate an entire ship in minutes by releasing temporal disruptions over a distance of 150 meters, creating time fractures that can not be reconciled.

Temporal Disruptor



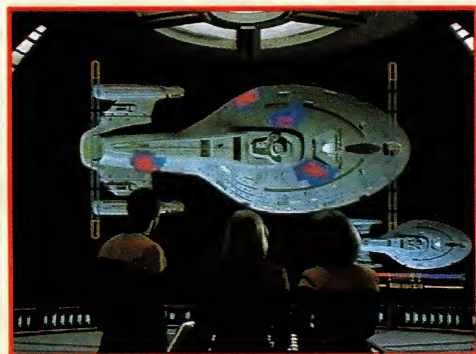
▲ A seven minute time difference between the mess hall and sickbay is found.

▼ An image of the temporal disruptor is displayed aboard the *RELATIVITY*.



▲ When activated red diodes on the outer disks flash in a rotating fashion.

▼ The temporal disruptor is powerful enough to fracture space-time within 150 meters.



▲ *VOYAGER* is infiltrated on a number of occasions when the shields are disabled by an unknown intruder. Visitors from the future are not suspected.

disruptor because her **ocular Implant** can detect disruptions in space-time more accurately than their sensors, although the 29th-century **tricorder** issued to her during her investigations can isolate the area in which the weapon is positioned within a limited range. Seven of Nine visits *Voyager* at a number of stages in its history, and is finally successful in identifying the place in which it is planted during a near disastrous visit to the **Utopia Planitia Fleet Yards** in orbit around Mars in 2370. The nature of the temporal disruptor means it can give off temporal distortions from its position even though it does not actually exist in that present time frame, and it is impossible to undertake the procedure to disarm it if it is out of phase with its surroundings. Seven of Nine finds the device hidden behind a bulkhead panel within an **EPS**

manifold in Deck 4, Section 39, Junction Beta 28, and while she attempts to disable the disruptor the nearby **EPS** relay is taken offline and triggers an alert in Main Engineering that nearly leads to her discovery. Temporal interference from the out-of-phase weapon does not allow Seven of Nine to be beamed out of the area until she recalibrates her temporal transport beam, and when she finally does arrive back on the *Relativity*, the cumulative effects of moving repeatedly through time lead to her death – again.

Searching through time

The evidence gathered by Seven of Nine allows Captain Braxton to narrow the placement of the weapon down to a window two years before Seven of Nine arrived on *Voyager*, during repeated attacks by the **Kazon** in 2372 when the ship was successfully infiltrated on two occasions. At the time of investigation they have no suspects, but the fact that the *Intrepid*-class vessel had its shields down at that time and would not be able to detect the demented future Braxton placing the device leads to Seven of Nine being sent back to this time. Seven's objective this time is to apprehend the saboteur in the act of placing the weapon before it is armed – although complications arise when Captain Janeway catches the former Borg drone.

Three years into the future, the weapon will activate itself and cause a number of increasingly powerful temporal distortions including minor disruption to Seven of Nine's **neural receptors**, space sickness in 37

members of the crew, and a series of fractures in space-time that grow quickly in magnitude. The erection of forcefields around Deck 4, Section 39 has little effect, and within two hours the time distortions and temporal paradoxes increase to such an extent that the **replicators** are effected, **turbolifts** cease to function, and it becomes impossible to lock onto the temporal disruptor and beam it off the ship. The irregularities become so powerful that the distortions in space-time begin to de-molecularize the hull, causing massive hull breaches that eventually lead to a total loss of structural integrity. Before the order for evacuation can be carried out, the entire ship tears itself apart.

Making time

The device is more specifically classified as a **force three temporal disruptor**, and is designed to fracture space-time within a radius of 150 meters. The weapon consists of three sections – a primary unit with a cylindrical rectangular section bisected by a flat polished metallic plate that curves upward and downward to terminate in raised attachment nodes, supporting two translucent circular discs of equal size on the left and right extremities. The disruptor is relatively small and flat, no more than a couple of centimeters deep at its thickest point on the upper and lower side supports, and can be easily held in one hand suggesting it is also very light. It can be armed or disarmed by pressing a button on the top of the unit with the thumb, initiating a series of illuminated red rotating diodes on a darker red background within the circular elements with an electronic ascending tone. Once armed, the temporal disruptor can be programmed to detonate at a specific point in the future or activated manually, although its devastating effects would certainly destroy the person holding the device and all those in close proximity.

▼ Braxton seems to be caught by Seven but jumps to another time. He will not be denied revenge.



▲ Janeway trusts her future crew member and assists Seven of Nine in trying to apprehend the obviously unbalanced Captain Braxton.

TEMPORAL TERRORIST

Time bandit

Captain Braxton is obsessed with destroying Captain Janeway and the *Voyager* crew after her recklessness causes three major temporal incursions, and he is enlisted to repair it. After one such incident he is stranded in the late 20th century for over 30 years, and must undergo years of rehabilitation to overcome the trauma once he is returned to his own time. It is in Braxton's own words – "There's no time like the past" – that the key to capturing the saboteur is found. He is eventually arrested for a crime he has yet to commit, and is concurrently caught in the past.

▼ The future and demented Captain Braxton is arrested thanks to the efforts of Seven of Nine, Captain Janeway, and Lt. Ducane. He will be reintegrated with the other versions of himself being held in time for his trial.





FILE 70 STAR TREK: DEEP SPACE NINE

STAR TREK: DEEP SPACE NINE Index

Part 1 The crew of the Federation station *Deep Space Nine* arrive in 2369 with a mission to help rebuild the newly liberated planet Bajor. The discovery of the Bajoran wormhole, however, brings fresh opportunity for exploration of the distant Gamma Quadrant — along with a protracted and bloody conflict with the forces of the Dominion.

STARFLEET PERSONNEL



Captain Sisko
File 43 Card 45



Lt. Cmdr. Dax
File 43 Card 46



Lt. Ezri Dax
File 43 Card 46
Appendix Card 1



Chief O'Brien
File 43 Card 47

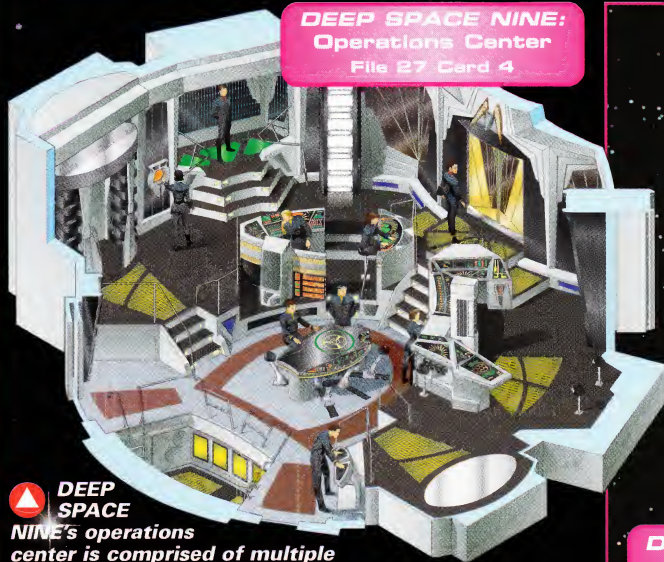


Dr. Bashir
File 43 Card 48



Cmdr. Worf
File 43 Card 32

DEEP SPACE NINE



DEEP SPACE NINE:
Operations Center
File 27 Card 4

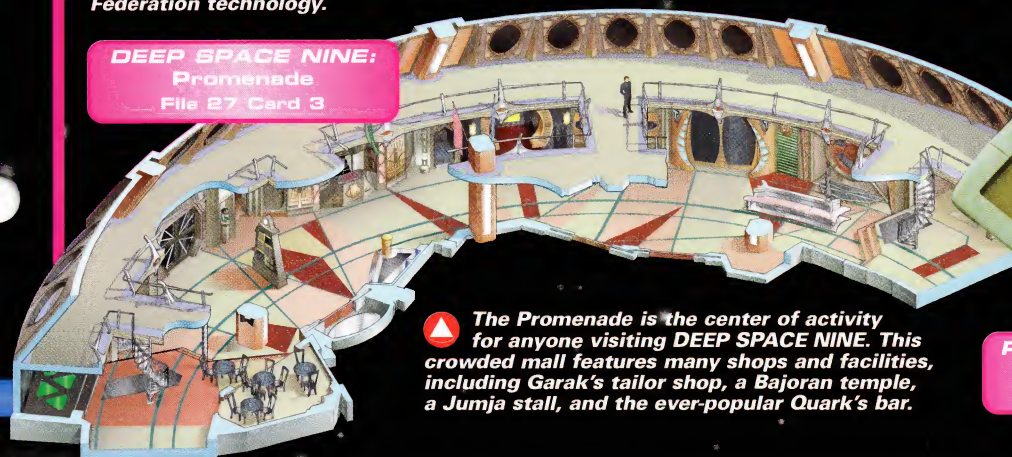
DEEP SPACE NINE's operations center is comprised of multiple levels, and features an array of integrated Cardassian and Federation technology.



DEEP SPACE NINE
File 27 Card 1

The Federation make use of the abandoned Cardassian mining station **TEROK NOR** when they arrive to oversee Bajor's redevelopment. They rename the station **DEEP SPACE NINE**.

DEEP SPACE NINE:
Promenade
File 27 Card 3



The Promenade is the center of activity for anyone visiting **DEEP SPACE NINE**. This crowded mall features many shops and facilities, including Garak's tailor shop, a Bajoran temple, a Jumja stall, and the ever-popular Quark's bar.



RUNABOUT
File 27
Card 13

Federation **RUNABOUTS** provide **DEEP SPACE NINE's** crew with the means to launch exploratory missions into the Gamma Quadrant prior to the arrival of the U.S.S. **DEFIANT NX-74205** in 2371.

STAR TREK: DEEP SPACE NINE Index Part 1

U.S.S. DEFIANT NX-74205



**U.S.S. DEFIANT
NX-74205**
File 28 Card 1

▲ The bridge of the U.S.S. DEFIANT NX-74205 is a compact facility that requires all of the necessary controls to operate the heavily-armed experimental starship.

**U.S.S. DEFIANT
NX-74205: Bridge**
File 28 Card 3



▲ The prototype U.S.S. DEFIANT NX-74205 is assigned to DEEP SPACE NINE to counter the Dominion threat.

GARAK



Garak
File 50 Card 2

QUARK'S BAR



▼ Quark's bar is the most popular visitor attraction located on DEEP SPACE NINE's Promenade. The establishment is situated across multiple levels, and features dabo tables and holosuites to keep the clientele entertained. Quark is often to be found mixing elaborate drinks behind the bar, with other Ferengi hurriedly waiting on the many tables.

Quark's Bar
File 27 Card 12



Quark
File 51 Card 1



Rom
File 51 Card 2



Leeta
File 43 Card 7

BAJOR



Colonel Kira
File 47 Card 1



Odo
File 43 Appendix Card 2



**Bajoran
Wormhole**
File 5 Card 1

▲ The Bajoran wormhole is referred to as the Celestial Temple by the Bajorans, who worship the entities who live within it. The wormhole provides almost instant access to the Gamma Quadrant.

STAR TREK: DEEP SPACE NINE FILES

SECTION 1: GUIDE TO THE STAR TREK GALAXY

5 1 THE BAJORAN WORMHOLE

SECTION 2: A GUIDE TO FEDERATION STARFLEET

27 1 DEEP SPACE NINE
28 1 U.S.S. DEFIANT NX-74205

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SECTION 6: STARSHIP LOG

70 STAR TREK:
DEEP SPACE NINE

UNIFORMS



Starfleet Uniforms: 2369
File 61 Card 7

NOG AND JAKE



Nog
File 51 Card 3



Jake
File 44 Card 15



'Imperfection'

When **Seven of Nine's** health begins to falter, the **Doctor** ascertains that her cortical node is responsible. Without this vital piece of technology, Seven will be unable to survive. As her crewmates strive to help her, the former drone must come to terms with her impending death.

'IMPERFECTION'

"It's a result of that glitch we found in your cortical node. Apparently it's more serious than we thought."

— The Doctor to Seven of Nine

The homeworld of **Azan** and **Rebi**, two of the children rescued from the **Borg**, has been located, and they are being returned there. **Mezoti**, also liberated from the Borg, has chosen to join them. The children had been under the supervision of **Seven of Nine** during their prolonged stay aboard the **U.S.S. Voyager NCC-74656**, and with the departure of all but **Icheb** she sheds a tear. When consulting the **Doctor** about this technical malfunction, she reveals that she has also been experiencing headaches, but as they have not impaired her performance she does not want **Captain Kathryn Janeway** to be informed.

Icheb would like to embark on a **Starfleet** training course, and asks Seven if she will ask the Captain to sponsor his request.

When Seven attempts to regenerate that night her alcove will not comply as she is no longer compatible. A computer diagnostic mentions a malfunctioning **cortical node**. Rather than wake **Lt. B'Elanna Torres** to check the alcove, she remains awake all night, then collapses in the mess hall. The Doctor's prognosis is that her deteriorating cortical node is rejecting her major implants. These control her central bodily functions and without them she will die. Seven is initially confident that Borg technology will adapt to the circumstances, but the Doctor does not consider this possible on such a scale. Her only hope in curing this health crisis is to replace the cortical node.

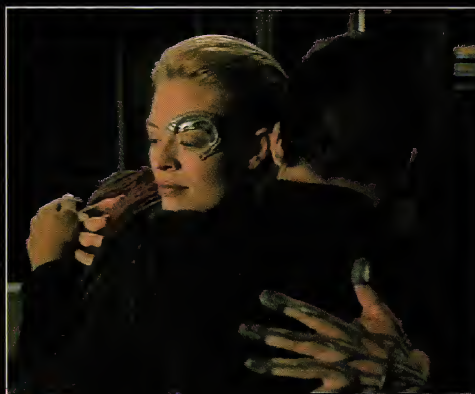
Desperate mission

Captain Janeway, **Tom Paris**, and **Tuvok** take the **Delta Flyer** to a debris field created by the destruction of a **Borg cube** in an attempt to find a replacement node. Icheb wishes to accompany them, but Captain Janeway will not permit him to take the risk. He is further puzzled by Seven's anger toward him, anger caused by her situation.

A cortical node is found, but before it is successfully secured the away team have to repel a group of scavengers who consider all debris in the sector to be theirs.

With the node successfully retrieved, the Doctor carries out a number of **holodeck** simulations of the operation required to replace Seven's unit; all end in failure, the result of the replacement node having been inactive for too long. Both the Doctor and

ON SCREEN...



1 **Seven of Nine bids farewell to the Wysanti twins, Azan and Rebi, as they prepare to depart the U.S.S. VOYAGER NCC-74656 along with the Norcadian girl, Mezoti.**



2 **Icheb is studying Starfleet Academy training programs in the Astrometrics lab. He is unsure how Seven will respond to his desire to earn a Starfleet commission.**



3 **Seven retires to the mess hall after her regeneration alcove fails to accept her. She collapses while conversing with Neelix, and is swiftly transferred to sickbay.**



4 **The Doctor diagnoses Seven's condition; her cortical node is beginning to fail, resulting in her primary implants shutting down. He can prescribe no course of action.**



5 **Captain Kathryn Janeway leads an away team aboard the DELTA FLYER to locate a replacement cortical node in the debris field of a BORG CUBE.**



6 **The away team are discovered by a group of alien scavengers aboard the BORG CUBE. Fortunately, they are able to escape unharmed with the cortical node.**





'Imperfection'

Janeway are frustrated, and the Captain even considers abducting a live drone to provide a new cortical node for Seven. The Doctor insists they will both have to face the possibility that Seven might die.

Given her condition, Seven cannot return to full duties, and is confined to sickbay to enable the Doctor to monitor her condition. She will not accept this, however, and after deactivating the Doctor she leaves her **combadge** in sickbay and escapes to Main Engineering. Torres is sympathetic to Seven's plight, and promises not to reveal her location to the Doctor. Seven is concerned that when she dies, there will be no lasting residue of her achievements as a human, and is not completely reassured by B'Elanna's comment of her impact on the crew. When located by the Doctor, Seven is permitted to remain in engineering if she wears a **cortical monitor**. She is further informed that continued activity will accelerate her deterioration.

Selfless act

Captain Janeway approves Icheb's application to **Starfleet Academy**, and will personally administer the entrance exam. Seven is reluctant to help him study, however, and her anger at her condition causes her to reject Icheb. During an argument he shouts that while she may have accepted her death, others have not. His research convinces him that he can donate his own cortical node to save Seven. He had not been fully assimilated when rescued from the Borg, so is not as dependent on his node, and believes that genetic resequencing will compensate for its loss. He acknowledges that while there is an element of risk, suicide is not his intention.

Seven believes that she has not reached Captain Janeway's expectations of her, but the Captain assures her that she has, in fact, exceeded them. When informed of Icheb's calculations Seven refuses to participate in the treatment, citing the possibility of harm to the young man. Frustrated at this rejection, Icheb elects to disconnect his cortical node himself, and when moved to sickbay, he refuses to have it reconnected. He notes that his body is already adapting, and the resequencing should work. Seven still refuses the node, but Icheb highlights her continual rejection of help from anyone,

contrasting the Starfleet policy of aiding complete strangers sending a distress call.

Icheb's passion convinces the Captain and the Doctor, and Icheb's cortical node is successfully transferred to Seven. Following the completion of the procedure, she is left to regenerate in her alcove for six days,

during which time it is ascertained that her central implants have responded to the new node. Icheb's recovery has not run as smooth, but the Doctor is confident there will be no lasting consequences. On visiting Icheb Seven once again cries, but this time her ocular implant is functioning perfectly.

ON SCREEN...



7 The Doctor conducts a number of holodeck simulations to prepare for the cortical node transfer. All of the procedures end in failure.



8 Seven flees sickbay and takes refuge in Main Engineering. B'Elanna Torres provides a sympathetic ear, and permits her to remain against the Doctor's orders.



9 Icheb argues that he can donate his cortical node to Seven without sacrificing his own life, but she is resistant to his course of action.



10 Icheb disengages his own cortical node in an effort to force Seven to accept it. Captain Janeway and the Doctor rush him to sickbay before his condition deteriorates.



11 The Doctor performs the delicate surgery needed to transfer Icheb's cortical node into Seven. It is a lengthy and potentially fatal procedure.



12 Seven of Nine wipes a tear from her eye when it becomes apparent that Icheb will indeed survive without his cortical node.

STARSHIP FACTS

The cortical node from a dead Borg drone will not operate if it is transferred into a living drone, such as Seven of Nine.

Captain Kathryn Janeway promises that she will take Seven of Nine to her home town of Bloomington, Indiana, if and when the U.S.S. Voyager NCC-74656 finally reaches Earth. Seven, however, does not believe that she will live that long.

W update

Wang's Second Postulate Troublesome Theoretical Cosmology hypothesis. **U.S.S. Voyager NCC-74656** Crewman **Harren** believed he had successfully refuted as the first step toward negating **Schlezholt's** theory of multiple big bangs. (*Starship Log*: 'Good Shepherd' [VOY]) **SEE FILES 43, 71**

warp flare Photon torpedo reconfigured to produce a slow burn, rather than an explosion, to provide an extended polyluminous effect capable of illuminating a region of space with no other natural light sources. (*Starship Log*: 'Night' [VOY]) **SEE FILE 71**

waste-transfer barges Starfleet ships using **Dr. Lewis Zimmerman's Mark 1 Emergency Medical Holograms**. These EMHs were reprogrammed to scrub **plasma conduits** on waste-transfer barges because the model was considered a general failure. (*Starship Log*: 'Life Line' [VOY]) **SEE FILE 71**

Way You Look Tonight, The Song, music by **Jerome Kern** and lyrics by **Dorothy Fields**, sung by **Deep Space Nine's Vic Fontaine** during a final get-together before senior staff members headed their separate ways at the end of the **Dominion War**. (*Starship Log*: 'What You Leave Behind' [DS9]) **SEE FILE 70**

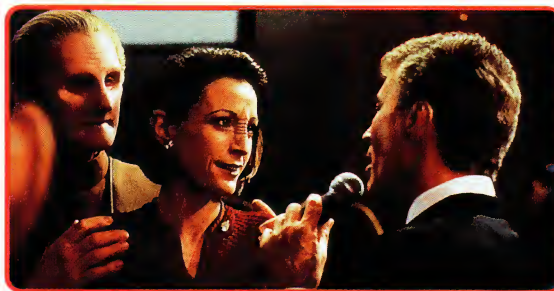
weather balloon Meteorological tool used on Earth in the mid-20th century. The balloon lifted a packet with instruments into the atmosphere to collect data for weather forecasting. Weather balloons were frequently mistaken for alien aircraft. (*Starship Log*: 'Little Green Men' [DS9]) **SEE FILE 70**

Web of Pain Title of chapter 37 in the 'Adventures of Captain Proton' hologram series enjoyed by **Tom Paris**. The Web of Pain referred to an exchange with the evil **Arachnia, Queen of the Spider People**. (*Starship Log*: 'Alice' [VOY]) **SEE FILE 71**

Weiss, Lt. Starfleet officer hologram developed by the **Hirogen** to fight in their hunter simulation. In 2377, Weiss became one of the renegades working with **Iden** to establish the first photonic colony. (*Starship Log*: 'Flesh and Blood,' Part I [VOY]) **SEE FILES 18, 71**

Welcome Weary Traveler Words on the **Fair Haven** village welcome sign, visible upon entering the **holodeck**. **Tom Paris's** hologram provided respite to fellow weary crew members. (*Starship Log*: 'Fair Haven' [VOY]) **SEE FILES 29, 43, 71**

"Welcome weary traveler" was the invitation into the Fair Haven holodeck program.



Holographic lounge singer Vic Fontaine sang 'The Way You Look Tonight' to the crew of DEEP SPACE NINE in 2375; his rendition stirred up many feelings of nostalgia and sentimentality.

Wells, H. G. 1866-1946. Author from Earth whose speculative works, like 'The Time Machine,' 'The First Men In The Moon,' and 'War of the Worlds,' earned him the reputation of being a visionary. (*Starship Log*: 'Far Beyond the Stars' [DS9]; 'The 37's' [VOY]) **SEE FILES 70, 71**

Welsh rabbit British main course featuring melted cheddar cheese on toasted bread. **Captain Kathryn Janeway** recalled being fed this meal, also known as Welsh rarebit, while in her grandfather's care. (*Starship Log*: 'Death Wish' [VOY]) **SEE FILE 71**

West, Mae 1893-1980. Author and bawdy film and stage actress. West's performance in 'I'm No Angel' figured prominently in **Tom Paris's** date with **B'Elanna Torres** during the **Hirogen** war games hologram. (*Starship Log*: 'The Killing Game', Part II [VOY]) **SEE FILE 71**

whale song Unique tones produced by humpback whales while communicating across the vastness of Earth's seas. An alien space probe also used whale song to make contact with Earth in 2286. (*Starship Log*: **Star Trek IV: The Voyage Home**) **SEE FILES 7, 42, 75**

wheat Generic cereal grain that produces a flour for breads, pastas, and other foodstuffs. Earth wheats range from the primitive einkorn to the hybrid **quadrotriticale**. The **Rakantha province** on **Bajor** also cultivates wheat. (*Starship Log*: 'The Trouble With Tribbles' [TOS]; 'The Reckoning' [DS9]) **SEE FILES 10, 68, 70**

whew Substance in milk not found in cheese. **Neelix** described dividing curds from whey as the first step in making the cheese for **Tom Paris's** pizza. (*Starship Log*: 'Mortal Coil' [VOY]) **SEE FILE 71**

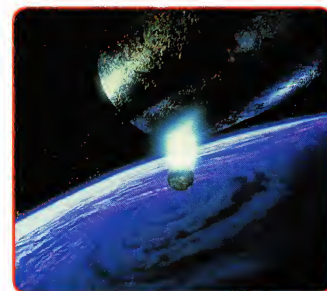
whip curls Jargon used in the sport of **ion surfing**. When **Jake Sisko** and **Nog** went ion surfing in the **holosuite**, Nog was buffeted by the whip curls, which he vowed to avoid during their next session. (*Starship Log*: 'The Visitor' [DS9]) **SEE FILE 70**

whisker-tugging An activity that **Neelix** hoped that **Talli**, an attractive female vegetable vendor, would perform on him. Talli read Neelix's mind and though she thought whisker-tugging curious, she agreed to do so after work. (*Starship Log*: 'Random Thoughts' [VOY]) **SEE FILE 71**

Wang's Second Postulate
warp flare
waste-transfer barges
Way You Look Tonight, The
weather balloon
Web of Pain
Weiss, Lt.
Welcome Weary Traveler
Wells, H. G.
Welsh rabbit
West, Mae
whale song
wheat
whew
whip curls
whisker-tugging
whiskey
White Rabbit
white rhinos
Wikki Fruit Sundae
Wildman, Naomi (adult)
Wilkarah, Marika
Window of Dreams
Winter's tears
Woman in Four Dimensions
wood nymphs
Woodstock
World Series
Wright, Orville
Wright, Richard
Wyanti System
Wynhari
Wysanti



Wang's Second Postulate, a brain twisting hypothesis, was thought to be proven wrong by Crewman Harren in his efforts to negate Schlezholt's theory.



The CETACEAN PROBE attempted to communicate with humpback whales in 2286, using whale song as its chosen medium.



Whiskey

Alcoholic beverage distilled from fermented grain mash. **Dr. Leonard H. McCoy** used Tennessee whiskey in a recipe for beans. Whiskey, available on the **U.S.S. Enterprise NCC-1701-D** was **Danilo Odell's** favorite drink. Famed engineers **Zefram Cochrane** and **Miles O'Brien** both liked whiskey. (*Starship Log*: 'Up the Long Ladder' [TNG]; *Star Trek V: The Final Frontier*; *Star Trek: First Contact*; 'The Assignment' [DS9]; 'The Killing Game', Part I [VOY]) **SEE FILES 43, 69, 70, 71, 76, 79**



White Rabbit

Bipedal, human-sized rabbit given life on the amusement park planet after **Dr. McCoy** began thinking about the book, 'Alice in Wonderland,' in which the weskit-attired and perennially tardy creature appears. (*Starship Log*: 'Shore Leave' [TOS]) **SEE FILES 18, 68**

◀ The white rabbit appears before **Dr. McCoy** when he finds himself thinking about *Alice in Wonderland*.

White rhinos

Animals native to Earth, hunted to extinction for their horns. In 2368, **Alexander Rozhenko's** teacher aboard the **U.S.S. Enterprise NCC-1701-D** lectured about the white rhinos, comparing them to the endangered **Corvan Gilvos**. (*Starship Log*: 'New Ground' [TNG]) **SEE FILE 69**

Wikki Fruit Sunday

A gooey dessert. During **Tuvok's** convalescence in 2376, he developed a new taste sensation by drizzling warm **Fetran sauce** on a triple chocolate **Wikki Fruit Sunday**. (*Starship Log*: 'Riddles' [VOY]) **SEE FILE 71**

Wildman, Naomi [adult]

In the **chronokinetic** surge timeline, **Naomi Wildman** will, in 2394, help **Commander Chakotay** and **Captain Kathryn Janeway** understand their predicament via advanced instruments she and **Icheb** developed in the **Astrometrics Lab**. (*Starship Log*: 'Shattered' [VOY]) **SEE FILES 29, 43, 71**

Wilkarah, Marika

SEE Three of Nine

Window of Dreams

Poetic name the **Lokirrim** gave to a unique and beautiful pulsar cluster whose EM pulses create a sympathetic vibration with the hull of a starship that produces an other-worldly melody. (*Starship Log*: 'Body and Soul' [VOY]) **SEE FILES 18, 40, 71**

Winter's tears

Kelis's name for **dilithium** crystals. **B'Elanna Torres** needed crystals to repair the crippled **Delta Flyer**, but **Kelis** was reluctant to collect ore from the deposit located on his patron's hunting grounds. (*Starship Log*: 'Muse' [VOY]) **SEE FILES 18, 71**

Woman in Four Dimensions

Holographic artwork masterpiece from the 21st century. This item was in **Dr. Lewis Zimmerman's** collection in 2376. Zimmerman intended that **Lt. Reginald Barclay** receive *Woman in Four Dimensions* after his death. (*Starship Log*: 'Life Line' [VOY]) **SEE FILE 71**

Wood nymphs

Female creatures from Greek mythology associated with water, life, and the opposite sex. **Quark's** **Greek Palace holosuite** featured wood nymphs, which **Dr. Julian Bashir** chose over can-can girls for his birthday party. (*Starship Log*: 'Distant Voices' [DS9]) **SEE FILE 70**



Woodstock

Nickname for the Woodstock Music and Art Fair held in Bethel, New York, in 1969 on Earth. The half-million counter-culture attendees would have rioted if **Quinn** had not secretly repaired the sound system. (*Starship Log*: 'Death Wish' [VOY]) **SEE FILES 57, 71**

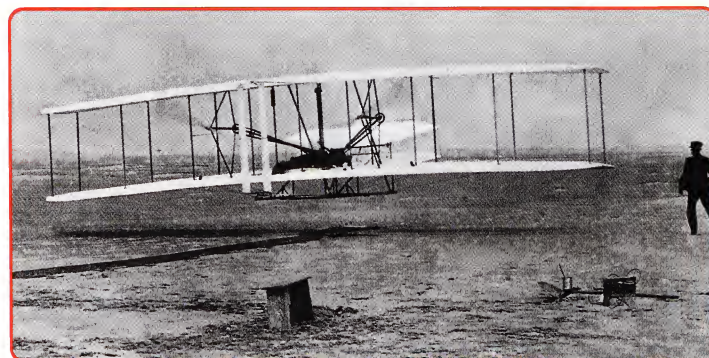
◀ Woodstock was considered the ultimate rock concert by many music fans and hippies.

World Series

End-of-season competition between two baseball teams. **Benjamin Sisko** owned a hologram of the 1964 World Series's seventh game. In 2032, the **Ares IV** crew discussed **Buck Bokai's** performance in that year's series. After 2042, the World Series was discontinued for lack of interest. (*Starship Log*: 'If Wishes Were Horses' [DS9]; 'One Small Step' [VOY]) **SEE FILES 70, 71**

Wright, Orville

On 17th December 1903, Orville Wright piloted Earth's first powered, sustained, and controlled flight, assisted by his brother Wilbur at a sandflat in Kitty Hawk, North Carolina, USA. **Tom Paris's** name would be added to that of earlier aviation pioneers Orville Wright, Neil Armstrong, and **Zefram Cochrane** for being the first to pilot an infinite velocity craft. (*Starship Log*: 'Threshold' [VOY]) **SEE FILES 43, 44, 71**



▶ Earth aviation pioneers, the Wright brothers, made their first historic 12 second flight at Kitty Hawk. One hundred and sixty years later, **Zefram Cochrane** revolutionized space travel by inventing warp drive, thus introducing faster-than-light travel.

Wright, Richard

1908-1960. African-American author of 'Native Son' whose words encouraged **Benny Russell** to fight for recognition and equality as a science-fiction writer and as a man. (*Starship Log*: 'Far Beyond the Stars' [DS9]) **SEE FILES 43, 70**

Wyanti System

Delta Quadrant star system where **Tom Paris** and **Neelix** encountered con artist **Dala** and her accomplice, **Mobar**. A planetoid in this system is a good source of spores containing unique, antiviral proteins. ('Live Fast and Prosper' [VOY]) **SEE FILES 3, 58, 71**

Wygari

Peaceful **Delta Quadrant** civilization until **Q's** son put them in a war with the **Vojeans** so that he could watch the two sides fighting. The **Wygari** were also suffering a food shortage. (*Starship Log*: 'Q2' [VOY]) **SEE FILES 57, 71**

Wysanti

Delta Quadrant civilization and homeworld to **Rebi** and **Azan**. A **Wysanti** representative adopted **Mezoti** in 2377, and extended the offer to **Icheb**. The **Wysanti** say goodbye with a formalized series of gestures. (*Starship Log*: 'Imperfection' [VOY]) **SEE FILES 52, 71**



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Balok makes First Contact
Representative of the First Federation

The Ocampo City
Tranquil home of a short-lived race



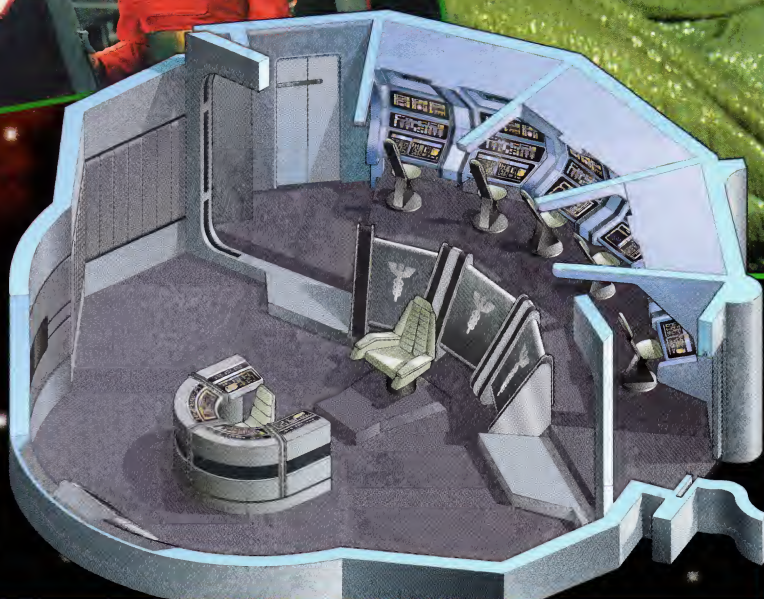
Captain Proton's Ray Gun
Handheld weapon of Earth's savior



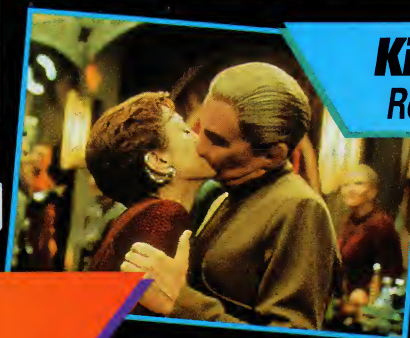
Irina sets her sights on Victory
Sabotaging the Antarian Trans-stellar Rally

DEEP SPACE NINE personnel
Continuing the crew under Captain Sisko

Kira and Odo in love
Romancing the Changeling



U.S.S. PASTEUR NCC-58925
Compact bridge of a future starship



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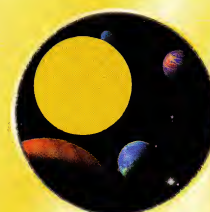


STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 30

NEW EARTH



STAR SYSTEMS

There are many planets across the Galaxy that offer an apparently perfect environment for sustaining humanoid species. **New Earth**, in the **Delta Quadrant**, is one such world with its clean air, temperate climate, and edible flora. The planet has a sting in its tail, however, that means those who visit may never leave.

The **Delta Quadrant** is a wild and uncharted region of space with – as the **Vulcans** may put it – infinite diversity in infinite combinations.

Thousands of star systems support millions of worlds, each with their own distinctive qualities. Some, like the **Class-M** planet dubbed **New Earth** in 2372, harbor undesirable elements within a seemingly idyllic environment.

Fresh paradise

New Earth is the third planet in a system of seven. It is a predominantly brown color with small patches of green when viewed from space, and it orbits a yellow dwarf star at a distance that produces a warm, temperate climate. Sunlight drenches the days, and it is clement enough during the nights for warm-blooded humanoids to bathe outdoors.

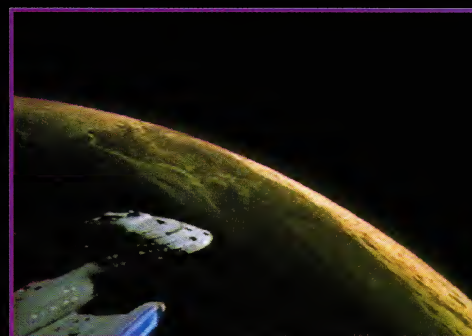
Parts of New Earth appear to be a garden paradise. It is uncertain whether the environment is lush and verdant all over the planet, or whether these are just isolated pockets. Dense, forested valleys are bordered by beautiful low mountain ranges, and small rocky outcrops break up the ground in frequent large clearings. Rivers run down into the valleys, offering a source of fresh water.

The wood of the plentiful trees is hard and dry, and thus suitable for the fashioning of items such as headboards and bath tubs. The planet's soil and conditions are evidently conducive to growth, apparent in the abundance of natural flora. They are also suitable for small vegetable crops introduced from other biospheres, such as **Talaxian tomatoes**. These grow quickly; there does not appear to be much

in the way of insect fauna to undermine their progress.

The weather is not always so temperate: one of the less desirable features is the savage plasma storms. Brewing very suddenly, clouds draw in overhead in a matter of minutes, and a strong wind whips through the trees. This grows in strength very quickly – movement at ground level becomes extremely difficult.

The effect is initially not unlike a fierce thunderstorm, but the plasma carries a considerable potency. The ground shakes with alarming regularity and force under the impact of the plasma energy. It is not known how localized this effect is, but it is not unlike the buffeting a space vessel receives under phaser fire. The end result is devastating – trees are uprooted, and those remaining have shed of most of their branches. The lack of visible evidence



▲ From orbit, the **Class-M** planet appears mostly brown. It is the third of seven planets to orbit a yellow dwarf star.



▲ Captain Janeway and Commander Chakotay must remain on New Earth when they are exposed to native insect bites.

THE TEMPEST

Natural disaster

Chakotay and Janeway's first away mission, and second more permanent installation on New Earth gives them no indication of the tempestuous weather that very occasionally hits the planet. The landscape of the planet offers no clues to the very rare and destructive inclement plasma storms that can easily be seen everywhere afterward.

The only clue the new inhabitants are given that something may be amiss is a visit to Janeway by a very agitated primate that appears to try to communicate with her; the tricorders do not detect the imminent plasma storm. Soon the sky turns black with clouds and winds. When the storm is over, the shelter and research station are in shambles; none of it can be repaired, and continued research is impossible.



▲ Janeway asks the primate "What's happened to the sky?" when the weather turns foul.



▲ Chakotay finds Janeway lost in the violent storm. She could not keep her balance and carry her research case and samples at the same time.

Planet New Earth
Class M Quadrant Delta
Also known as No other names recorded

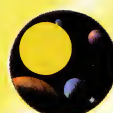
Surface Appears predominantly brown from orbit, but is lush and fertile. Low mountain ranges and dense forest valleys with rushing rivers.
Life Forms Primate life forms, birds, and small insects that carry a virus.
Climate Temperate climate: hot during the day and warm at night.
Important Features The planet is subject to irregular yet fiercely destructive plasma storms.
Starship Log STAR TREK: VOYAGER 'Resolutions'



The Guide to the STAR TREK Galaxy

FILE 4 CARD 30

NEW EARTH



▶ **Janeway and Chakotay survey the supplies they are to build their new life with.**



beforehand indicates that the plasma storms are quite rare.

The fauna of New Earth does not appear to be very diverse. The twitter of bird song is ever-present, though they are not seen. One of the few animal life forms that is apparent is a small primate. It is covered with brown fur, bar a white underbelly, and its limbs and tail are disproportionately long. It tends to stand upright on its back legs, striking a distinctive stance with its right arm held high above its head. It makes a continuous, high-pitched chirping sound.

These primates are rarely seen, though their life signs are detectable throughout the forest. They make their homes in the trees and can cover a great deal of territory. The little animals are attuned with the environment. They can detect changes in the weather before they become obvious. Before taking shelter, they attempt to signal to other life forms to warn them of the storm's approach. They will not readily

approach larger life forms, preferring to hang back, but this clearly indicates a form of societal structure and intelligence.

It is another example, however, of New Earth's indigenous life that lends the planet its notoriety, and the reason that races occupying the surrounding space steer clear of it. A particular kind of burrowing insect native only to the planet carries a pathogen deadly to humanoid life forms. The symptoms of this illness are unspecified, but it leads to death if not properly treated.

Unknown cure

The only cure for the disease is held by the **Vidiians**, who developed the antiviral agent in the 2360's as part of their continuing efforts to treat the phage that afflicts their race. The only other remedy is a natural one: remaining on the planet. An unidentified element in New Earth's environment shields its life forms from the effects of the virus. Infecteds risk a recurrence of the

disease that may prove fatal if they leave.

The insect claims further victims in 2372 – **Captain Kathryn Janeway** and **Commander Chakotay** of the Federation starship **U.S.S. Voyager NCC-74656**. They are bitten during an away mission to the planet, and placed in stasis as soon as their condition becomes clear. The **Doctor** is unable to come up with a counter agent, despite exhaustive research, meaning the only solution is for the **Starfleet** officers to remain on the planet.

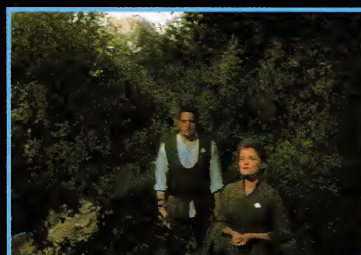
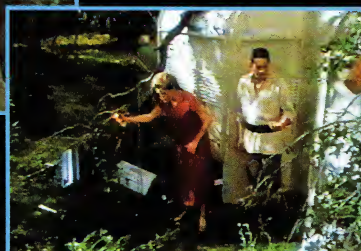
They christen their adopted home New Earth, and set about making a life for themselves. Janeway investigates the bio-molecular evolution of the planet's ecosystem in her attempts to cure the pathogen. She also studies the indigenous primates, as something in their physiology may offer a clue. Her research is spiked, however, by one of the planet's irregular plasma storms, which destroys her work to that point.

The pair are fortunately recovered by **Voyager** when the crew gains an antidote from the **Vidiians**. New Earth is left without humanoid inhabitants once again, and lies in wait for the next unsuspecting visitors to bite on the poison apple at the heart of paradise.

▶ **Janeway sets traps around the area for the infecting insect in order to develop a cure. She finally succeeds with a glucose bait.**



▶ **Continuing her research after the storm is futile; the equipment is not salvageable.**



▶ **Janeway hated backpacking and gardening as a child, but now finds satisfaction in watching her seedlings grow.**



▶ **Chakotay and Janeway both see New Earth through the same eyes for the first time: as a home for the rest of their lives.**

GALAXY FACTS

- ▶ The planet's plasma storms are unable to be detected on handheld scanning instruments such as Federation tricorders, marking them as rather unusual.
- ▶ Kathryn Janeway's initial efforts at trapping local varieties of insect bear no fruit, but she has more success with glucose baits.

OTHER CARDS IN THIS FILE...

- 5 THE AMUSEMENT PARK PLANET
- 13 THE BA'KU COLONY
- 24 DELPHI ARDU

SEE OTHER FILES...

- CHARTING THE GALAXYFile 3
- U.S.S. VOYAGER NCC-74656File 29
- STAR TREK: VOYAGERFile 71

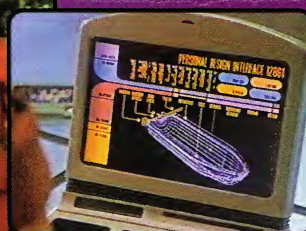
▶ **Once they have arrived on their adopted home, New Earth, Chakotay follows his Native American heritage and settles into making their life more comfortable. He builds a bathtub for Janeway, and advocates constructing log cabin extensions to their shelter, and even a boat which they can take to the nearby river.**



FRONTIER LIFE

Bathing beauty

Janeway and Chakotay remain on New Earth for a number of months. Over that time they adapt to the idea that they may have to spend the rest of their lives there. They are given every survival necessity, including a large prefabricated shelter, a replicator, the means to research a remedy for the disease, and a **shuttlecraft** should they find the cure and be able to leave. Chakotay in particular is able to make use of the traditional techniques he learnt as a boy to make their existence more comfortable.



▶ **Carpentry is facilitated by exact blueprints.**



STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4

CARD 31

SOUKARA



STAR SYSTEMS

Soukara is a steamy jungle world located within **Cardassian** space. Its strategic importance as the site of a **Domination** base is underscored by the elaborate sensor grid that monitors it.

Soukara is an unremarkable tropical world that might not attract a great deal of attention if it were not for the **Domination** base established in the early 2370's. Its dense surface conditions pose a formidable natural barrier along with the technological safeguards installed by the **Domination**.

Soukara is located in **Cardassian** space, close to the border and the treacherous **Badlands**. It appears to be mostly continental masses divided by small oceans. This makeup gives it a faded brown appearance when seen from orbit, broken up by patches of blue-green.

The planet's surface is covered with a thick, lush jungle growth. The endless trees are invariably

misshapen; a common variety displays thin, tangled branches that appear to be covered in a kind of fur. Vines and ferns clump together and hang from the trees, and the occasional brightly-colored flower pokes up through the greenery.

Rough Terrain

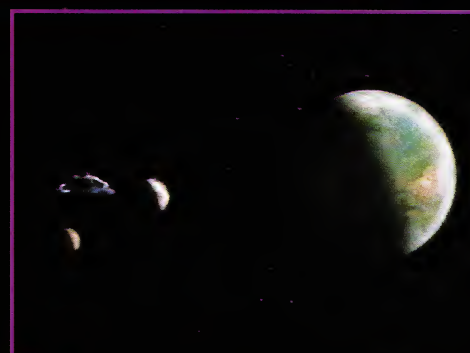
Rocky outcrops serve as useful shelter and hide-outs, while rough paths wind through the inhospitable terrain. These may be natural or cut by the **Domination's Jem'Hadar** soldiers, or both. These are sometimes overgrown and must be hacked through with a blade. Concealed logs and twisting vines create dangerous obstacles.

The terrain is broken up into an undulating mix of hills and valleys. The occasional waterfall

cascades down into the valleys, showering the jungle at its foot rather than pouring into a waterway. The jungle at the base of the waterfall – the lowest point of the valley – is quieter and darker than other areas, with more lush greenery.

Soukara's climate is tropical. Steam rises in pockets, layering the jungle during the day, while a large yellow sun shines brightly. Humanoids can find the daytime heat extremely uncomfortable. The temperature drops markedly during the night, necessitating small heaters and thermal blankets for comfort.

The jungle is alive with the sounds of avian, insect, and other animal life. There is movement and teeming life all around. Some animals are nocturnal, waiting until



Soukara is located in Cardassian space, adjacent to the Badlands. From orbit, the largely continental planet's surface appears brown with flecks of green and blue.



The surface of the planet is a tangle of trees, vines, and lush vegetation. The tropical climate vacillates between extreme heat during the day and very cold nights.

NEUTRAL GROUND

Diplomatic détente

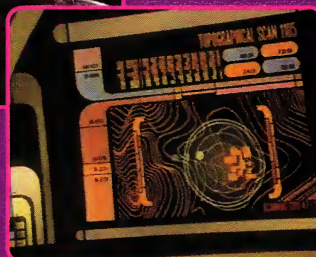
Soukara's previously uninhabited surface becomes home to a **Domination** base in the 2370's, where many diplomatic meetings and negotiations are held in efforts to facilitate the **Alpha Quadrant alliance** – intrigue and conspiracy are often on the hidden agenda.



Vreenak is on a diplomatic mission to Soukara, but he makes a secret detour to meet Captain Sisko.



Lasaran, a double agent for Starfleet, desperately arranges a rendezvous to escape and share valuable information.



The Domination base on Soukara is used as a diplomatic venue but its true purpose remains unknown.

Planet	Soukara
Class	M
Quadrant	Alpha
Also known as	No other recorded name
Surface	Dense jungle growth abounds with many moss and ivy covered trees. Rocky outcrops break up the terrain.
Life Forms	There is avian, insect, and reptilian life, some of which is nocturnal.
Climate	Hot tropical temperatures during the day and very cool nights.
Important Features	A sensor grid protects and covers the planet with only three gaps in a hazardous asteroid field.
Starship Log	STAR TREK: DEEP SPACE NINE 'Change of Heart'





The Guide to the STAR TREK Galaxy

FILE 4 CARD 31

SOUKARA



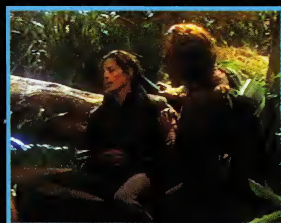
▼ *The Jem'Hadar, foot soldiers of the Dominion, make regular patrols of the dense tropical jungle that surrounds the base.*



▼ *Covert shuttlecraft must avoid sensor detection and destruction in the asteroid field before landing on Soukara.*



▲ *Soukara's cold nights dictate blankets for Worf; Dax is impervious to the chill.*



▲ *Dax is mortally wounded and can not continue the mission.*

content and results of these negotiations is unknown, as the senator's vessel is destroyed soon after in an elaborate subterfuge designed to bring **Romulus** into the war on the side of the **Alpha Quadrant** alliance.

The presence of the base ensures that Soukara is protected by an advanced sensor network and other defensive systems. The boundary of the entire star system is covered by a sensor grid. There are only three discernible gaps in it, all in a hazardous asteroid field. **Transporter** scramblers are in operation around Soukara – unwanted visitors must land their vessels on the surface without being detected.

The base's sensor perimeter extends in a circle for some way beyond the facility itself.

These ground sensors can be bypassed using a **Federation tricorder** to link into the sensor grid and mask the life signs of personnel. Jem'Hadar soldiers patrol the area, traveling in groups of three, and employing handheld sensor apparatus. They open fire at the first sight of intruders.

Secret meetings

Soukara becomes the focus of a clandestine and strategically important **Starfleet** operation in 2374. The organization receives an emergency signal from a Cardassian operative, **Glinn Lasaran**, who has been providing intelligence for two months. He indicates that he needs to speak to a Starfleet officer face-to-face and organizes to beam an encrypted **subspace** communication to a set of coordinates in the Badlands at a prearranged time.



▲ *A lizard is unfazed by Dax and treats her as part of the landscape.*

Lasaran's information has proven vital to the Federation, so **Lt. Commanders Worf** and **Jadzia Dax** are dispatched from **Deep Space Nine** aboard a **Runabout** to meet him. He makes subspace contact and explains that his **Vorta** supervisor on **Cardassia Prime** is becoming suspicious of him. He wants to defect.

The glinn departs for the base on Soukara – a far more pregnable target than the heart of the **Cardassian Union**. He says he will leave the base and walk into the jungle at 1730 hours in three days time. It is

GALAXY FACT

▶ Two nearby worlds light up the night sky on Soukara. It is uncertain if they are planets or large satellites, but their proximity would seem to indicate the latter. One is considerably closer than the other.

▶ *Worf struggles between duty and love after leaving Dax.*



unknown what measures he takes to hide his absence, but he maintains it will be two days before the base personnel know that he is missing.

Dax is injured in a fire fight with a Jem'Hadar patrol shortly after arrival, however. She and Worf attempt to complete the trek through the dense jungle, but Dax can not continue. Worf is forced to make a choice between his wife and Lasaran – and he chooses Dax. Lasaran is killed as a traitor when attempting re-entry to the base.

Soukara remains a Dominion stronghold until the very end of the war with the Alpha Quadrant powers, when the **Founder** leader orders a withdrawal of all forces to Cardassia Prime. It is unknown under whose jurisdiction the planet falls in the subsequent occupation of the Cardassian Union.

after dark to deliver their mating calls. The environment gives rise to many reptilian creatures, including a long, mottled, yellow snake that hangs from the trees.

In cold blood

One common example of local fauna is a green, gecko-like creature with a darting tongue. Its tail accounts for at least half of its 60 centimeter body length, and it moves slowly but determinedly on four strong legs. The lizard is not at all perturbed by the presence of humanoid life – it is inclined to walk straight over them.

The jungle appears untouched by technological incursion for the most part, despite the presence of the sprawling set of buildings that make up the Dominion base. The purpose of the base is uncertain, but it is sometimes used as a venue for diplomatic talks. The **Romulan Senator Vreenak** makes his way to Soukara toward the end of 2374 for high-level talks with the **Vorta Weyoun**. The

THORN IN HIS SIDE

Dangers of the jungle

Another jungle world which has proved inhospitable for Starfleet officers is Surata IV. It is surveyed by the Federation for the first time at the end of 2365. Commander William T. Riker – in command of a **U.S.S. Enterprise NCC-1701-D** away team – is injured by a thorn from a native plant-form in the steamy jungle and lapses into unconsciousness. The parasitic life form threatens his life until Dr. Katherine Pulaski can come up with a means of stimulating Riker's emotions to kill off the parasite.



▲ *Riker welcomes Dr. Pulaski's ministrations after he is poisoned.*

OTHER CARDS IN THIS FILE...

- 6 NIMBUS III
- 7 ABANDONED OUTPOSTS
- 17 THE CHAMRA VORTEX
- 26 'GRAVITY' PLANET

SEE OTHER FILES...

STAR TREK: DEEP SPACE NINE..... File 70



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 5A



OTHER GROUPS
AND RACES

THE OCAMPA CITY

For 500 generations the short-lived Ocampa have been almost totally dependent on the mysterious Caretaker, who ensures that their every needs are met within the confines of a vast subterranean city.

The subterranean **Ocampa City** is submerged on the fifth planet of its system, and is home to the **Ocampa** people, who have existed there for 500 generations. All of their requirements and comforts are provided by a highly evolved entity calling himself the **Caretaker**, a member of the technologically advanced **Nacene** race, exploring from another Galaxy.

When the entity and his colleagues arrived they were unfamiliar with the adaptability of the species

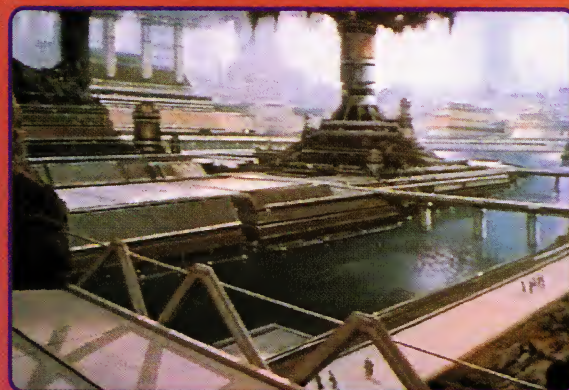
they encountered, and accidentally devastated the planet's atmosphere. The result was a planetary surface transformed into a desert, and an atmosphere lacking the **nucleogenic particles** essential to the precipitation of rain.

New beginning

Seeking to make amends, the Caretaker created the underground city and led the Ocampa people within, thereafter sealing the access points with an impenetrable barrier, and preventing a return to the surface.

Since the event they

refer to as "the warming" the Ocampa have dwelled beneath their planet's surface devoid of any direct contact with the Caretaker or other races, largely content with their cosseted existence. The subterranean city itself is an impressive feat of architectural design, prioritizing aesthetics and a comfortable environment. Space is a high consideration, as walkways are extremely wide, and flanked by columns. A meticulous attention to decorative detail on the Caretaker's part has also provided large domed



▲ *The Ocampa city is an architectural delight, with spacious, simply-designed buildings existing alongside wide water ways. The Ocampa travel around the metropolis by foot alone.*

▶ *The Ocampa city is decorated in various shades of white. Nevertheless a number of green plants provide a contrast to the sterility of the environment.*



WATER

Respite from a desert world

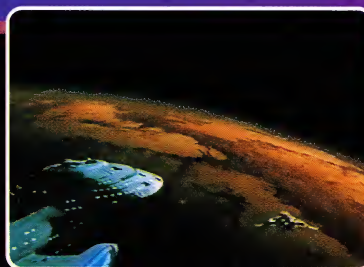
The Nacene's accidental devastation of the planetary atmosphere resulted in the complete devastation of nucleogenic particles within the global gaseous envelope. Without them there could be no precipitation, and without rain the planet surface rapidly turned into a desert with no hope for renewal, and no chance of growing any food.

Water is a commodity in short supply throughout the planetary system, and much prized among its inhabitants. On making initial contact with the Federation starship **U.S.S. Voyager NCC-74656**, the Talaxian trader Neelix requests water in exchange for his aid. When given access to the ship his first response is to create as much water as possible. He luxuriates in the experience of a bath, commenting that such wastage of water is unknown.

The Kazon-Ogla have a settlement on the Ocampa planet, and have learned of the water available to the Ocampa beneath the surface. Repeated attempts to access this supply, however, have been frustrated by the Caretaker's barrier. When provided with vast containers of water, the Kazon-Ogla are initially astounded, but recover their faculties soon enough to attempt to hijack the technology that creates it. It is only Neelix firing on the water that dissuades them.

▶ A precious commodity

Water is one of the most valuable commodities on the Ocampa homeworld. Neelix is surprised at the U.S.S. VOYAGER NCC-74656's ready supply.



▲ Inhospitable

The blazing sun and dusty surface provide a lifeless contrast to the beautiful underground city.



◀ Barren world

The Ocampa homeworld is an unremarkable planet when seen from orbit. No evidence of the city can be seen.

Designation Ocampa homeworld

Quadrant Delta **Class** M

Race The Ocampa

Features The surface of the Ocampa homeworld has been rendered barren by the Nacene. They subsequently constructed an underground city in which to home the helpless Ocampa.

Technology The Ocampa city is powered by energy bursts from the Caretaker's Array.

Environment A temperate Class-M atmosphere is maintained within the city.

Starship Log STAR TREK: VOYAGER 'Caretaker'



GALAXY FACTS

- ▶ Because water is in such short supply in the Ocampa system a sand scrub is the most common form of personal cleansing.
- ▶ The Kazon-Ogla maintain an encampment on the Ocampa planet. It is located in a dry river bed on the large southern continent, located by following a path through the foothills from a group of dormant volcanoes.

buildings, and enormous trees, sprouting from columns housing their trunks. The very breadth of the supported structures, however, means that there are further walkways beneath. There would seem to be a deliberate policy of restricting illumination in these areas, providing a darkness in marked contrast with the remainder of the city.

Water, water . . .

The only water available on the planet is beneath the surface, and, unknown to the Ocampa, is greatly prized by others. A massive waterfall exists outside the main city conurbation, providing water for a river approximately 40 meters wide running through the city and spanned by several bridges.

The Caretaker provides



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 5A

THE OCAMPA CITY



OTHER GROUPS
AND RACES



▶ Ample sustenance

The Caretaker ensures that the Ocampa are supplied with food at regular intervals.

for the Ocampa's every need, with food dispensers located throughout the city that distribute food every 4.1 intervals.

Among the other facilities enjoyed by the Ocampa is a vast communal viewing area. Here the Ocampa can sit on benches facing three large screen projections of atmospheric manifestations, their colour a stark contrast to the surroundings. Almost every area of the city is white, from the extensive system of support beams overhead to the floors on which the Ocampa walk. The few items of contrast are black patterns in the vicinity of the food dispensers, the benches in the viewing areas, and the black bowls supplied, along with eating implements, by the dispensers. The Ocampa themselves provide a drab counterpoint to this universal light by dressing



largely in robes colored in shades of grey and brown.

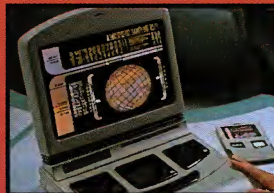
There is also a large medical facility known as the **Central Clinic**. It shares the white sterility of the city, and the general ethos of spartan furnishings extends to the facilities within. Ocampa women give birth standing upright holding on to two poles, and the recovery areas contain little more than cushioned benches.

Contained

The tunnels through which the Ocampa were originally guided from the planet surface to their underground home still exist. From the surface there are gradual inclines before reaching energy barriers preventing any further progress to the city beneath. While this serves to protect the inhabitants from intruders, it also keeps the Ocampa within. Over

▶ Wide open spaces

The corridors and passageways within the city are incredibly spacious, giving an impression of vastness.



▶ Concealed

The sensors of the U.S.S. VOYAGER NCC-74656 can detect little evidence of the subterranean city's existence.

the centuries there has been some decay, however, and it is possible to pass through the barrier at certain points. Care is required, however, as contact with a barrier can severely burn the skin. Beyond the barrier huge vertical chasms have been created, leading two miles down to the Ocampa city. These fissures are illuminated, and lined with metal staircases bolted to the sides of the tunnel in a concentric fashion.

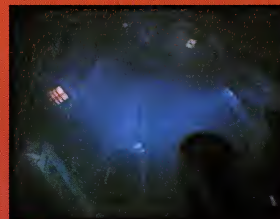
As there has been no direct contact with the Caretaker since the Ocampa were led beneath the surface, all his actions are interpreted by a council of elders. They are largely content to accept his benign nature and refuse to consider any other motivations. They also consider it against the Caretaker's wishes for anyone to leave the city. This has led to some resentment within the community from those who would prefer a less cosseted existence and the ability to be masters of their own destinies.

These people have set up colonies outside the city where they grow fruit and vegetables in a hydroponic fashion, using lights and heat supplied from the city's energy supply. The consumables grown here



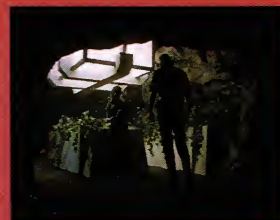
▶ subterranean beauty

The Ocampa have ensured that beautiful meadows of lush green plants are able to flourish far below the planet's surface.



▶ Precarious

The climb down to the Ocampa city is a perilous one; the metal stairs have decayed badly over the centuries.



▶ Bright light

The underground city is illuminated by large lighting elements that approximate natural sunlight.

are raised side by side with plants and flowers. Additionally, these breakaway Ocampa have discovered the healing properties of a moss that grows on the side of a fruit tree, and the partial restoration of mental abilities known only to most Ocampa as prevalent among their distant ancestors.

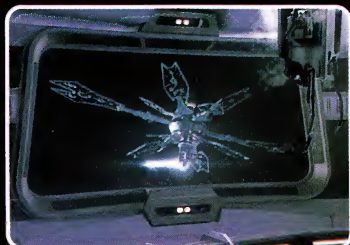
Other Ocampa have used the access chasms to escape their city entirely, but the planet surface has become home to **Kazon** settlements, and the emerging Ocampa are often enslaved. Their escape routes have been rapidly repaired behind them.

With the demise of the Caretaker the Ocampa can survive a further five years on existing supplies, but with few natural resources beneath the surface the future for the city and its inhabitants remains somewhat uncertain.

POWER TO THE PEOPLE

Energy for the masses

Power for the Ocampa city comes from immense bursts of energy sent from the **Caretaker's Array** to conduits on the planet surface leading to the city. It is then transferred to storage facilities and used as necessary. A large portion of the energy is for lighting purposes, as the city is so brightly and generously illuminated that it resembles natural light. As of Stardate 48315.6, the Caretaker's rate of energy transmission has tripled, providing enough stored power to meet the city's needs for a further five years.



▶ Direct energy

The CARETAKER'S ARRAY fires immense bursts of energy to the Ocampa city.

▶ Doomed guardian

The Caretaker triples the energy output he provides the Ocampa as his impending demise approaches.



Delta Quadrant Ships:

Encountered by the U.S.S. VOYAGER NCC-74656

SMALL VIDIIAN CRAFT

The ailing **Vidiian** scientist, **Dr. Danara Pel**, is rescued from a small Vidiian craft by the crew of the **U.S.S. Voyager NCC-74656** in 2372. She is suffering from the **phage**, and close to death, but heroic efforts by the **Doctor** extend her life.

STARSHIP LOG: 'LIFESIGNS' (VOY)

TALAXIAN VESSEL

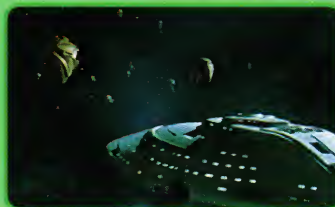
Tom Paris leaves the **U.S.S. Voyager NCC-74656** in 2372 to serve aboard a **Talaxian Vessel** in the **Delta Quadrant**. This surprise move is part of a plan to uncover a traitorous crew member aboard the **Starfleet** vessel.

STARSHIP LOG: 'INVESTIGATIONS' (VOY)

TRABE VESSEL

Trabe Vessels are identical to **Kazon Raiders**, as the fearsome warrior race appropriated them when they overthrew their **Trabe** oppressors in 2346.

STARSHIP LOG: 'ALLIANCES' (VOY)



The **U.S.S. VOYAGER NCC-74656** encounters **TRABE VESSELS** in 2372.

The **Delta Quadrant** planet **Rakosa V** launches waves of **Rakosan Fighters** in an attempt to destroy the **Dreadnought** missile that threatens their world in 2372. Their efforts prove unsuccessful.

STARSHIP LOG: 'DREADNOUGHT' (VOY)

RAKOSAN FIGHTERS make a valiant effort to destroy the **Cardassian DREADNOUGHT**.

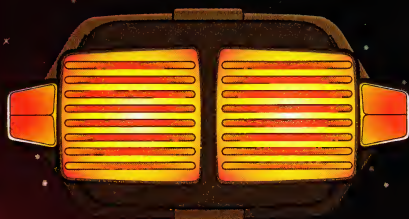


Captain Janeway talks with **Rakosa V** officials during the crisis.



RAKOSAN FIGHTERS

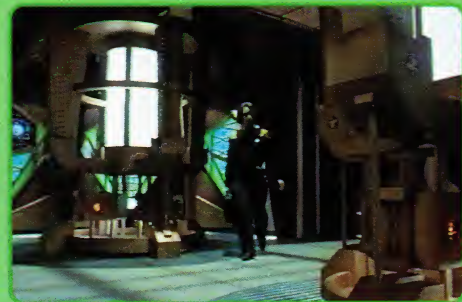
AFT VIEW



Dreadnought is a **Cardassian**-designed tactical missile that was captured by the **Maquis**, who planned to use it in a strike against **Aschelan V**. The weapon never reached its target, however, and was instead transported into the **Delta Quadrant** by the **Caretaker**. In this distant region of space, **Dreadnought** acquires another target: **Rakosa V**, a densely-populated world.

Fortunately, the **U.S.S. Voyager NCC-74656** intervenes, and after a number of desperate attempts, successfully destroys the autonomous weapon.

STARSHIP LOG: 'DREADNOUGHT' (VOY)



The interior of **DREADNOUGHT** can accommodate a small engineering team within its cramped confines.



STARBOARD VIEW

DREADNOUGHT



Delta Quadrant Ships: Encountered by the U.S.S. VOYAGER NCC-74656

VIDIIAN SHIP

▶ The **VIDIIAN SHIP** looms ominously above the **U.S.S. VOYAGER NCC-74656**.



▶ The **VIDIIAN SHIP** explodes after **VOYAGER** self-destructs.

▶ The **VIDIIAN SHIP** is operated by a crew of phage-ravaged individuals.



The **U.S.S. Voyager NCC-74656** is threatened by a large **Vidian Ship** that connects to the **Starfleet** vessel in 2372. It is destroyed when a duplicate version of **Voyager**, created by passing through a plasma drift, self-destructs.

STARSHIP LOG: 'DEADLOCK' (VOY)

STARBOARD VIEW

DORSAL VIEW



▶ The **TALAXIAN FIGHTER** is an integral part of the mission to retake **VOYAGER**.

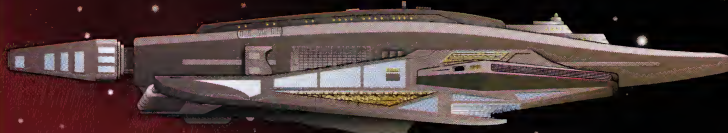
The **Talaxian Fighter** is a sleek, distinctive vessel that proves its mettle during a successful attempt to reclaim the **U.S.S. Voyager NCC-74656** from the **Kazon-Nistrim** in early 2373.

STARSHIP LOG: 'BASICS', PART II (VOY)



TALAXIAN FIGHTER

STARBOARD VIEW



FORE VIEW

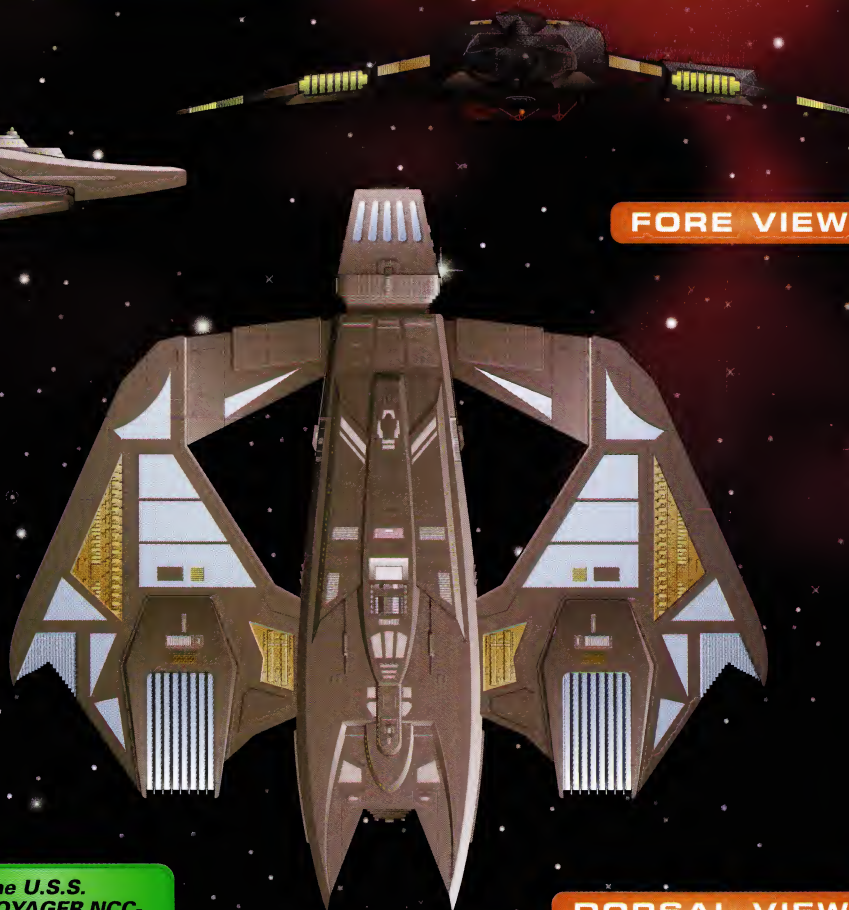
Three **Vidian Warships** meet with the **U.S.S. Voyager NCC-74656** in late 2372, supposedly on a mission to supply the **Starfleet** crew with an antiviral agent to combat a condition afflicting **Captain Kathryn Janeway** and **Commander Chakotay**. Unfortunately, the humanitarian effort quickly proves to be subterfuge, and the vessels launch an attack against **Voyager**. During the conflict, **Dr. Danara Pel** succeeds in transporting the serum to the **Starfleet** ship, which escapes without severe damage.

STARSHIP LOG: 'RESOLUTIONS' (VOY)



▶ The **U.S.S. VOYAGER NCC-74656** detonates an antimatter container that disables the **VIDIIAN WARSHIPS**.

DORSAL VIEW



VIDIIAN WARSHIP

Ensign Angela Martine

Tragically bereaved in the line of duty, phaser specialist Ensign Angela Martine nevertheless rebuilds her life and her career in *Starfleet* after a traumatic loss.

On first acquaintance, **Ensign Angela Martine**, is a quiet, demure woman, who almost vanishes into the background of a gathering, eclipsed by more vivid and assertive personalities. From her reserved air, shy smile, and reticent body language, one would not initially expect her to be unusually resilient or courageous.

Appearances, however, are deceiving. This slender, seemingly fragile young woman is a pivotal element in the defenses of the **U.S.S. Enterprise NCC-1701**.

A slightly built, petite woman in her early twenties, with short brunette hair, Martine is not conventionally beautiful, but radiates a gentle calmness and maturity that belies her years. Clad in the gold uniform of **Starfleet's** command division, a less commanding figure would be hard to imagine, yet she holds a position of great responsibility.

In her capacity as

a **phaser** specialist, Martine is stationed in the *Enterprise's* main Phaser Control Room, a chamber located in the vicinity of the ship's engine room. Here, the tactical commands given by the captain of the ship are implemented, and the phaser discharges regulated and monitored during combat situations. Together with the rest of her team, Martine coordinates the ship's first line of defense, and her calm demeanor and quick reactions are vital, as a split second's indecision could doom the ship.

Bride, interrupted

Martine's immediate superior officer in the phaser room is **Lt. Robert Tomlinson**, a tall and confident young man whose brisk efficiency instills confidence in his subordinates. The handsome, outgoing, and authoritative Tomlinson might seem an unlikely match for the introverted Martine, but months of working in proximity with her opens his eyes to her

PROFILE ON ANGELA MARTINE

NAME: Angela Martine.

LIFE FORM: Human female

RANK: Ensign.

OCCUPATION: Phaser specialist, later attached to the *U.S.S. Enterprise NCC-1701's* exploration and analysis division.

KNOWN RELATIVES: Robert Tomlinson (intended husband, deceased)

REMARKS: Despite the tragic loss of her fiancé in the line of duty, Martine elects to retain her commission in *Starfleet*, and later appears to have found a potential new



▲ *Ensign Angela Martine is an attractive young woman, who proves herself to be a capable and worthy addition to the crew of the U.S.S. ENTERPRISE NCC-1701.*

soul mate in the form of her colleague, Lt. Esteban Rodriguez.

FIRST SEEN: 'Balance of Terror' (TOS)

subtle appeal.

The pair begin dating, and eventually become engaged. As serving officers aboard the *Enterprise*, they ask **Captain James T. Kirk** to conduct their wedding ceremony. The captain's consent having been obtained, the friends

and fellow-officers of the betrothed couple gather in the *Enterprise's* chapel to witness the ceremony, and to wish them well in their married life.

The happy occasion, however, is interrupted by a red alert. The **Federation Neutral Zone Outposts**, a series of monitoring

facilities built into asteroids along the border of the **Romulan Neutral Zone** in **Sector Z-6**, are under attack. **Outposts 2, 3, 4, and 8**, despite being composed largely of **rodinium**, one of the hardest substances known to Federation science, are utterly destroyed by a new plasma energy weapon.

SUCCUMBING TO GRIEF

★ **Loving glance**
Martine looks lovingly into the eyes of her beloved, unaware that their perfect day will be shattered by a devastating conflict with a ROMULAN BIRD-OF-PREY.



★ **Happy event**
Ensign Angela Martine is the perfect happy bride as she stands beside her fiancé, Lt. Robert Tomlinson, at their wedding. Captain James T. Kirk conducts the ceremony.



★ **The pain of loss**
The grief-stricken ensign tries desperately to maintain her composure after discovering that Tomlinson has been killed in the line of duty.



Unseen enemy

The *Enterprise* engages in a deadly game of silent running with the perpetrator of the attacks, a **Romulan Bird-of-Prey** whose commander has been encouraged, by an over-ambitious junior officer with political influence, to make this deadly incursion. Despite the tension of the situation, Martine nevertheless finds time to lighten the mood with joking remarks to her fiancé about how he won't "get off my hook that easily." He

OTHER CARDS IN THIS FILE...

95 AREEL SHAW
99 DR. HELEN NOEL
110 YEOMAN MARTHA LONDON

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Ensign Angela Martine

"You won't get off my hook this easily; I'm going to marry you, Mister . . . battle or phaser weapons notwithstanding!"

— Ensign Martine to Lt. Tomlinson, after their wedding is interrupted

responds by wisecracking that, for the moment at least, he's still her superior officer – so she should get back to work!

Eventually, the stealthy pursuit is abandoned, and in the climactic battle, despite the weapons array taking several hits, Martine and her colleagues pick themselves up and return to their posts, controlling the *Enterprise's* retaliation. The Starfleet vessel ultimately proves victorious, but the ship's crew suffer heavy casualties.

Amongst the fatalities, tragically, is Lt. Robert Tomlinson, Angela Martine's fiancé, who dies of asphyxiation following the rupture of a coolant conduit in the forward phaser array.

Widowed before she is wed, Martine seeks consolation in her faith; she returns to the ship's chapel, the scene of her interrupted wedding ceremony a few scant hours before. Captain Kirk seeks to comfort her, but sensing his feelings of responsibility, she

★ Safe and protected

Martine clings to Lt. Rodriguez when they are threatened by a tiger that appears without warning on the Amusement Park planet.



instead reassures him that she will be alright. Despite her devastating loss, her first thoughts are of others, rather than of herself.

Continuing to serve

Few would judge Martine harshly for resigning her commission in Starfleet, given the circumstances, but it is a testament to her sense of responsibility that



★ New love

Ensign Angela Martine accompanies Lt. Esteban Rodriguez to the Amusement Park planet in 2267. She appears to have formed a close relationship with the capable young officer.

she remains aboard the *Enterprise*, although she does apparently transfer from Phaser Control to the general exploration division. By 2267, Martine is part of the investigative landing party assigned to a **Class-M** planet in the **Omicron Delta** region, charged with the responsibility of determining whether the planet is safe for shore leave for *Enterprise* personnel.

The change of assignment seems to suit Martine, as she seems contented, industrious, and even happy in the company of her colleague, **Lt. Esteban Rodriguez**, who harbors romantic feelings toward her. A year after her bereavement, Martine appears to be considering the possibility of a new relationship, but the budding attachment is curtailed when strange figures from both the personal histories and the folklore traditions of the landing party spring eerily to life, and start attacking the *Enterprise* crew. Martine, in fleeing from a 20th-century warplane making strafing

runs, is apparently killed, but she is restored to health when a being identifying himself as the planet's **Caretaker** appears.

The Caretaker explains that the planet is equipped with sophisticated subterranean equipment that can scan the minds of visitors, then almost immediately create whatever they imagine. Intended as amusement and recreation for beings who were fully aware of the planet's purpose, the images were disturbing and dangerous to the uninformed landing party members. When it became obvious that the *Enterprise* crew were not enjoying the diversions, the Caretaker decided to reveal his presence and repair the injured personnel.

Recovered from her death-like state, Martine embraces Rodriguez, seemingly reconciled to making a go of this new relationship, and of her new career. Her resilience, dedication, and the true, quiet strength of her character is evident, and in the finest tradition of the ideals of Starfleet.

★ Work and play

Martine cannot refrain from glancing across at her new beau, but is mindful to ensure that she completes the task assigned to her capable hands on the Amusement Park planet.



KILLED IN BATTLE

Lost love

After months of working side by side, Angela Martine and her immediate superior officer, Lt. Robert Tomlinson, develop a strong attachment that transcends their professional relationship. The pair become engaged, and decide to marry while still serving a five-year tour of duty aboard the *U.S.S. Enterprise NCC-1701*. Exercising the traditional prerogative of a ship's commanding officer, Captain James T. Kirk agrees to conduct the wedding ceremony, but the happy occasion is interrupted by a Romulan attack, during the course of which Tomlinson is killed in the line of duty.

Ironically, the very qualities of decision, courage, and devotion to duty that attracted Martine to Tomlinson are those which impel him to give his all to save the lives of his crewmates, and of the woman he loves.

▶ Protective hold

Tomlinson is quick to help Martine to her feet after the ENTERPRISE is rocked by the attacking ROMULAN BIRD-OF-PREY.



◀ Tragic end

The inert form of Tomlinson lies on the floor of the Phaser Control Room. The young officer is beyond the help of medical science.



FILE 47 BAJORAN PERSONNEL

Kira and Odo: Romance

Major Kira Nerys and Chief of Security Odo might appear to outsiders to be an unlikely couple, but the blissful relationship they embark upon in 2374 is built on years of mutual trust and friendship.

The **Changeling Odo** spends the best part of three years pining for a woman he believes he can never have: **Major Kira Nerys**, his colleague on **Deep Space Nine**. Little does he suspect that she returns his affections, though she needs a little prodding to realize it.

Odo and Kira enjoy a fruitful, respectful working relationship for more than two years before he begins to develop feelings for the **Bajoran** woman. They are more alike than they know: dedicated to their jobs, highly moral, and unfailingly loyal to their friends. They are both complex people with straightforward ways.

Absolute beginner

Kira is one of a very few women with whom Odo has ever fallen in love, and he falls heavily. He admits he is vulnerable to her – all she has to do is smile at him, he says, and he is happy beyond reason;

a minor disagreement between them and he is devastated. Kira gives meaning to his life, without ever realizing it. He keeps these feelings well hidden, however, as he is afraid of driving her away. He is instead content to cherish the time they spend together, such as at the Tuesday morning meetings where they discuss criminal activity reports.

Unsuspecting

Kira remains blissfully ignorant. She views Odo simply as a good friend with whom she can discuss issues and her relationships, unaware of the effect it has on the shapeshifter. She notices little details about his appearance that no one else does – but she also blusters indignantly when a **Romulan** officer, **Ruwon**, insinuates that she and Odo might be romantically involved.

Odo is adamant that Kira does not love him. He has

spent three years watching her, and longer studying human beings, and he cannot find any indication of romantic feelings. He nevertheless brings himself to tell her of his feelings when she becomes trapped by a crystalline formation during an away mission in 2371. This unfortunately turns out to be a

member of his own race, masquerading as Kira, and his secret remains his own.

Kira's relationships with **Vedek Baniel**, and later **First Minister Shakaar Edon**, are a source of frustration and pain to Odo. He even vents his anger by wrecking his quarters at one point. He hides his feelings so well, however, that Shakaar confides in the Changeling about his love for Kira. Much of Odo's advice in this instance reflects his own feelings.

The major finally realizes the extent of Odo's love for her in late 2373, when the **U.S.S. Defiant NX-74205** crew encounters their own descendants – the product of a temporal accident – on the planet **Gaia**. She is stunned by the revelations of a 200 year-old Odo, while the contemporary Odo is speechless when he finds out. Neither is quite sure how to deal with it, but they recognize they need time. They remain awkward around each other for almost a year.

The moment of truth comes in 2374, with a flash of "complete clarity" for Kira followed by a passionate kiss in the middle of the Promenade,

★ Flood of feelings

Odo is tricked into revealing his love for Kira when a Changeling impostor poses as a doomed major.

PROFILE ON STAR-CROSSED LOVERS

2365: Kira and Odo first meet when he investigates a murder on **Terok Nor**.

2369: Begin serving alongside each other on **Deep Space Nine**.

2371: Odo reveals his love for Kira to a Changeling impostor.

2373: Kira learns of Odo's feelings.

2374: Begin their romance.

2375: Odo elects to return to the Founder homeworld.



▲ After years working closely alongside one another, Kira and Odo act upon their burgeoning feelings and begin a romantic relationship in 2374.



★ Friendship

Kira and Odo first meet on TEROK NOR in 2365. He is easily drawn to her striking personality.

★ Workmates

Kira and Odo spend much time working together, but she sees little evidence of his deep feelings.



FRESH FEELINGS



★ Unrequited

Odo's love for Kira goes unspoken while she conducts her relationship with First Minister Shakaar Edon in 2372.



Kira and Odo: Romance



★ Home sweet home

Kira helps Odo reveal the wonders of his home when he discovers the Founder's planet.



★ Revelations of love

A future version of Odo reveals his long-held love for Kira, much to her surprise.



★ Holo-date

Odo is able to relax with Lola, a holographic recreation of Kira created by Vic Fontaine in 2374.



★ A kiss on the Promenade

The uncertain couple share a passionate kiss in front of the crowds on the Promenade.

"You're as beautiful as I remember . . . You don't know how I've longed to hear your voice, see your smile." —a future Odo relates his joy at seeing Kira again after 200 years

an event that comes about following the intervention of the hologram **Vic Fontaine**. The pair tentatively then embark on a relationship, and soon discover that they are very comfortable with it.

They are social – one of their establishments of choice is Vic Fontaine's lounge in the **holosuite** – but equally they share many quiet

and intimate times, and moments of playful humor. They are a tactile couple, and Odo takes to keeping a picture of Kira in his quarters.

Simple pleasures

He gains pleasure from simple things such as watching Kira eat with gusto. He also lavishes gifts and **Rigelian** chocolates on his

love, starting with the one-month anniversary of their first date. They even link together, demonstrating their complete trust in one another.

The relationship changes Odo's entire outlook, and he becomes more optimistic as a whole. Kira, for her part, admits that every time she thinks she has him figured out, he manages to do something that pleasantly surprises her. She worries at times that she is keeping Odo from his people and his destiny – that he is staying with her out of a sense of obligation – but he assures her this is not the case.

The couple have their occasional tussles. Kira is not pleased, for example, when Odo arrests **Vedek Solis** for unauthorized fund raising on the Promenade. She refuses to speak to him for a couple of days, causing Odo to worry unnecessarily that their relationship is over. They support each other at the important times, however. Odo is by her side when Kira leads a vastly inferior force in a blockade of the Bajoran moon **Derna**.

For better or worse

She is there for him in turn when Odo is infected with the disease afflicting the **Founders** later in 2375. He tries to keep this from Kira so as not to worry her, but she is painfully aware of his condition. She also knows that he wants to put up a brave front and protect her from the truth, and she is happy to go along with this if it makes it easier for him. Their responses are an indication of just how much they have come to love each other.

Odo is fortunately cured, but this fact heralds the sad truth that he must return to his own people to cure them. It is time for him to go home. Leaving Kira is one of the hardest things he ever has to do, but they both know it is necessary. She accompanies him to the Founder homeland, where they promise to remember the moment of their parting, and indeed all of their time together, forever.



★ Working relationship

Kira and Odo maintain an ordered working relationship despite their off-duty love affair.



★ Happy couple

A gentle hand on Kira's arm is a clear display of the love that Odo has for his beloved partner.



★ Concern

Kira cannot contain her emotions when it appears as if Odo will succumb to the Founder disease.

★ Parting is such sweet sorrow

With Kira's blessing, Odo decides to return to the Great Link following the Dominion war.



REVEALING LOVE

Ignited sparks

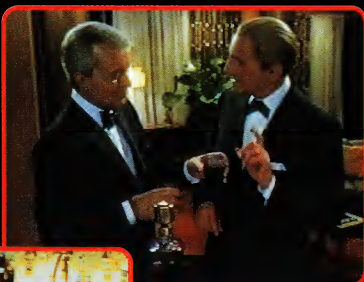
Odo is spurred into positive action by the holographic club singer **Vic Fontaine**. Vic understands the Changeling's fear that Kira simply views him as a friend, but he also explains that women sometimes change their minds if they are given a reason. He encourages Odo to "thaw out" and relax, and even conjures up **Lola Chrystal**, a sultry club singer with Kira's features.

The holosuite is a different world to **Deep Space Nine**, however. Odo knows that he may be a Romeo within its walls, but as soon as he faces Kira again, it will be back to square one emotionally. Vic thus decides to take action. He pays a visit to Kira and impresses upon her how much Odo is in love with her. He then organizes a candle-lit dinner for the pair. Kira is a little nervous but Odo, believing his dinner date is **Lola**, is relaxed enough to really be himself.

The perfect romantic evening turns sour when Odo realizes Kira is the genuine article and leaves, mortified. The depth of their feelings cannot be denied, however, and the major confronts the situation for once rather than backing away. They swiftly end up in each other's arms.

▶ Easing up

Vic Fontaine's advice allows Odo to reveal his feelings to Kira – albeit only within the confines of a holosuite.



◀ Dinner date

The unsuspecting couple share a somewhat nervous candle-lit dinner before Odo eases into his more confident manner.



Balok

Balok is one of the more enigmatic aliens to be encountered by Captain James T. Kirk of the *U.S.S. Enterprise NCC-1701*. The crafty commander of the powerful First Federation vessel *Fesarius* embarks on a clever program to test the Starfleet crew's true disposition and resolve.

Starfleet captains charting the final frontier are charged with establishing cordial **First Contact** with new species and pursuing peace at all costs. Not all Galactic powers are so altruistic or responsible, however – which leads the union known as the **First Federation** to conduct a series of tests to identify the true intentions of intruders into their space.

In command

Balok – pronounced “Baylok” – is the commander of the empire’s flagship, the *Fesarius*. It is an impressive spherical craft that glows brightly with green and yellow energy, as myriad patterns play over its mottled surface. The nature of the First Federation itself is unclear; Balok claims to be alone and running the “entire complex” himself, indicating that he is either one of very few citizens, or far from home. He encounters the Starfleet vessel *U.S.S. Enterprise NCC-1701* in 2366, and sets about evaluating the newcomers by disguising his personal appearance

and his intentions.

An unmanned warning buoy is his first point of contact. It resembles a cube balanced on one of its corners. It spins on its axis and glows brightly, reflecting every color of the rainbow from its facets. The object intercepts the *Enterprise* and actively blocks the starship from proceeding any further. This naturally causes some consternation among the starship’s crew, and the harmful radiation emanating from the buoy forces **Captain James T. Kirk** to fire **phasers** and destroy it.

A good fake

The *Fesarius* arrives quickly at the scene. The vessel is massive in comparison with the *Enterprise*, giving some indication of the technology at Balok’s disposal. He also employs exceptionally powerful sensor probes that are able to scan every system aboard alien vessels. The information he gains in this way from the *Enterprise* data banks could conceivably have been faked, however, so the only firm evidence he has of their intentions remains the destruction of the buoy.

PROFILE ON BALOK

NAME: Balok

LIFE FORM: Male of unknown origin

POSITION: Commander of the First Federation flagship, the *Fesarius*.

REMARKS: Bald and physically diminutive child-like humanoid of indeterminate advanced age. Balok exhibits extremely high levels of intelligence and curiosity, along with a garrulous and friendly personality after satisfactory investigation of foreign species and their dispositions.

FIRST SEEN: ‘The Corbomite Maneuver’ [TOS]

Balok’s intention is to assess the **Federation’s** reaction to an overt display of aggression on his behalf. He accuses Kirk of representing a primitive and savage civilization, and refuses to listen to explanations. He also demonstrates his willingness to open fire by destroying a recorder marker fired from the *Enterprise* back to **Starfleet Headquarters**. These threats and the

★ Solo in satin

Balok dresses and surrounds himself in sumptuous fabrics.

★ Bluffing

Kirk realizes that Balok uses a model to portray a more frightening visage.

SECOND IMPRESSIONS



★ Unidentified object
The U.S.S. ENTERPRISE NCC-1701 appears inconsequential alongside the immense FESARIUS.



▲ Balok’s child-like demeanor is juxtaposed against the formidable technology he has at his command aboard the FESARIUS, and his interest in cultural exchange.

★ Surprise
Kirk, McCoy, and Lt. Bailey are surprised at the confined space in the FESARIUS.



Balok

★ A perfect host

Balok extends his hospitality to Kirk, McCoy, and Bailey in his luxurious quarters.



★ Lonely Existence

Balok tells his Starfleet guests about his solitary existence aboard the *FESARIUS*.

Fesarius's obvious firepower cause some panic among the more inexperienced crew members.

Strategy

A number of Balok's actions nevertheless betray the fact that his intention is not wanton destruction. He probes the *Enterprise* computers to discover more about his adversaries' cultures, and uses his newfound knowledge to make himself more easily understood. He talks in Earth measurements such as minutes, for example. He demonstrates a certain compassion, even more tellingly, by allowing his victims a little time to make peace with their deities before facing apparent death.

Balok is forced to rethink his approach when Kirk makes one

of his typical bluffs. He claims that a substance known as **corbomite** is incorporated into the hulls of every Earth vessel, reflecting destructive energy and making them impervious to attack. Balok is unable to completely discount this, and changes his tactics accordingly. He informs the captain that the *Enterprise* will be escorted to a planet with a suitable environment, where the crew will be interned. Kirk has other ideas, however, and forces the *Enterprise* free from the **tractor beam**.

Commander Balok is satisfied that the Starfleet crew has not resorted to undue force in the face of this aggression. He embarks on another gambit in his assessment program: sending out a distress signal indicating that he has lost engines and life support systems.

"I thought my distress signal quite clever. It was a pleasure testing you."

— Balok reveals his true appearance and agenda to the bemused Captain Kirk

★ Nectar

Balok serves *tranya*, a drink he finds delectable; he emits a sigh of pleasure after each sip.



★ Culture shock

Balok suggests a cultural exchange, and Kirk and McCoy agree that Bailey would make the perfect ambassador — he embodies all of humanity's traits.



He is finally convinced of Kirk's humanitarian credentials when the captain transports aboard to offer assistance rather than take the opportunity to attack.

Child's play

Balok's true nature is finally revealed. He is the size of an eight-year-old human child, with a round, face, a snub nose, and what appear to be well-spaced baby teeth. He wears gray satin robes, tied at the front with a brooch, and a gray-colored headband across his bald pate. He welcomes his guests aboard in a high, jaunty voice.

Balok is the perfect host. He bids them sit and be comfortable on the plush couches dotted about, and he serves up a beverage named **tranya**. He is evidently very fond of the drink, as he emits a satisfied sigh after each gulp. He is also rather proud of the *Fesarius*, and enjoys conducting his visitors on an inspection tour.

The little alien is prone to throwing back his head and laughing when he finds humor or appeal in a situation. He is actually rather gregarious, and the fact that he is the only crew member aboard the *Fesarius* means he misses conversation and company. He makes a proposal to Kirk that will perhaps satisfy both of them: allowing one of the *Enterprise* crew members to remain aboard the *Fesarius* as a cultural envoy to the First Federation.

Balok's initial desire is for a representative of the best Earth has to offer, but in the event the nominated officer is **Lt. David Bailey**. The young navigator personifies the myriad qualities, good and bad, that make up humanity. He will facilitate an exchange of information and experience with their new friends — one of the core principles of Starfleet.

Balok believes that he and Captain Kirk are very much alike. They are both diplomatic, amenable, and in the business of making peace. Their methods may differ, but the results speak for themselves.

LITTLE GREEN MEN

Wolf's clothing

One of the first steps on Balok's agenda is to establish voice communication with the *Enterprise*. He sends a message over the *Enterprise's* navigation beam — an unusual form of communication — that is heard all over the ship. He identifies himself, and accuses the starship of trespassing into the First Federation's star systems. His voice is deep and foreboding — designed, as it transpires, to inspire fear in the Starfleet crew.

The fearsome countenance projected over the viewscreen is also calculated for this effect. Balok appears to have a narrow, angular face with a large mouth and prominent nose. His eyes are large and yellow with thin black pupils, rather like a snake's. His domed scalp rises to a smooth crest, and each side of the head is flattened, giving a generally misshapen impression. The utterly alien impression is enhanced by the fact that the face displays little expression. This is because it is, in fact, a mannequin — the Mr. Hyde to his Dr. Jekyll, as Balok puts it.



▲ Onscreen persona

The Balok the crew sees onscreen is intended to instill fear and trepidation — an intentional misrepresentation.

◀ Boy's buoy

The U.S.S. ENTERPRISE NCC-1701 encounters a mysterious spinning cube which moves closer and closer to the ship.

Irina

As an adept pilot, Irina is a natural candidate for the Antarian Trans-stellar Rally, but unknown to the other competitors, having an opportunity to demonstrate her piloting skill is not the only reason for her choosing to compete.

Ensign Harry Kim and Lt. Tom Paris are offered a real opportunity to put the new *Delta Flyer* through its paces when a pilot of an unknown vessel challenges them to a race in 2377; not being one to back down from such an offer, the *Delta Flyer* crew accept.

The race is closely fought, not least because the alien vessel has gained a head start because of the impetuous nature of its pilot, but by employing their new **impulse thrusters** the crew succeed in beating the ship to the finish, and win "by a nose." The strain of the contest, however, overloads the power transformer of the other ship, filling it with toxic **Nyocene gas**, and an emergency transport brings their opponent to the *Delta Flyer*; this marks the first encounter between Irina and the **Starfleet** crew.

Irina possesses a slim humanoid build, with something distinctly impish about her facial features. Her hair is blonde and over shoulder length, and is tied elegantly in a single ponytail behind her head. Her most salient features, and no doubt those typical of her race, are her ears, which taper upward until they fork into two protrusions. The jump suit she wears is completely figure-hugging, consisting of a fuchsia suffused upper section, with colored seaming patterning the sleeves, and a bright green trouser section that has a sheen to it as a result of the materials used in its design.

Instant attraction

Ensign Kim is immediately taken by the nubile pilot, and he invites her back to the **U.S.S. Voyager NCC-74656**, and in so doing perhaps betrays something of the burgeoning affection he feels toward her. His attentions pay off, however, when she agrees to return

with them to *Voyager* to find spare parts for her ship, and Harry's actions lead Paris to dub him "Ensign Eager."

Irina is clearly as skilled an engineer as she is a pilot, having specially designed an impulse drive for her ship that makes it exceptionally maneuverable. Her repairs do not take long to conduct, and she talks to Kim about her preference for impulse travel, which she contends

truly tests the skills of a pilot. It is at this conversational juncture that she informs Harry of her entry into the **Antarian Trans-stellar Rally**.

Testing event

The race course is over two billion kilometers long, and features a number of naturally occurring space phenomena to test the piloting skills of a pilot at sublight speeds. With no

real persuasion required, the *Voyager* team set about modifying the *Delta Flyer* so that it can fulfil the entry criteria for the competition, and Irina, seemingly out of kindness, offers them a **fuel converter** that allows the craft to be powered by enriched **deuterium** fuel – a prerequisite for entering the tournament.

The competition is more than mere sport however, as the rally preserves the

PROFILE ON IRINA

NAME: Irina

LIFE FORM: Humanoid female

HOME: Small Tertiary system

SKILLS: Irina is an accomplished engineer and pilot.

REMARKS: Irina appears to act unilaterally in her attempts to kill hundreds of innocents at the finish line of the Antarian Trans-stellar Rally in 2377.

FIRST SEEN: 'Drive' [VOY]



Irina is a skilled sublight speed pilot, but she will require more than ability if she is to win the Antarian Trans-stellar Rally.



★ Race on

The crew of the **DELTA FLYER** receive an unexpected challenge from the pilot of an unidentified vessel.

★ Hidden agenda

Irina's charming nature evaporates when she realizes that her plan to disrupt the Antarian Trans-stellar Rally is placed in jeopardy.



★ Personal touch

Irina is particularly familiar with all her ship's systems for the simple reason that she custom built most of them.



★ Playing host

The **U.S.S. VOYAGER** provides an apolitical venue for the race ceremonies. The gregarious Irina prepares the **DELTA FLYER** team by introducing them to the race competitors.

OTHER CARDS IN THIS FILE...

53 TINCOP

59 DERRAN TAL

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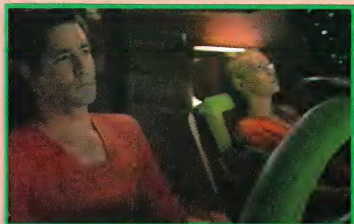
STAR TREK: VOYAGER.....File 71

Irina



★ More than just friends

Ensign Kim is disappointed to witness Irina's apparent affection for her copilot, Joxom.



★ Piloting partners

Irina and Joxom pilot their vessel successfully through the first stage of the Trans-stellar Rally.



★ Out of the running

A sabotaged phase inverter leaves Joxom with severe burns – and Irina without a copilot.

“Warp’s fine if you like going fast in a straight line. But to me that’s just physics, not flying.”

— Irina explains her piloting philosophy to Ensign Kim.

diplomatic relations existing between alien cultures inhabiting the sector. The fragility of the peace is demonstrated when a diplomatic incident is nearly caused because of the disputes surrounding the hosting of the pre- and post-race celebrations. Ambassador O’Zaal finds it difficult to appease all the parties concerned, but the situation is resolved through the intercession of Captain Kathryn Janeway who provides neutral ground by hosting the activities on board *Voyager*.

Race preparation

During the pre-race celebrations, Irina provides vital inside information to the Starfleet crew, and warns them of Assan who she reveals to be a particularly dangerous warrior pilot. It is also during these proceedings that she provides a warm reception to her copilot Joxom, much to Ensign Kim’s disappointment.

During the race *Irina’s Vessel* quickly establishes its supremacy in the field as it swiftly moves to the front of the racing pack. Her position deteriorates rapidly,

however, when the ship leaves the **Mobius Inversion** and Joxom’s console explodes. The race is suspended and an investigation launched. Irina claims that Assan’s aggressive driving is responsible, but *Voyager’s* Chief of Security, Lt. Commander Tuvok reveals that the accident can be attributed to a sabotaged **phase inverter** found aboard Irina’s ship. O’Zaal considers abandoning the race, but Irina’s persistence, ostensibly because she wants to win, persuades him to recommence it. Joxom is severely injured and will not be able to continue the race, but a willing replacement is found in the form of Ensign Kim.

A new role

After a pleasurable evening spent repairing the ship’s systems, Ensign Kim and Irina restart the rally trailing the *Delta Flyer* that holds pole position. A malfunction in the **EPS relays** brings their vessel to a stand still, and Kim’s attempts to rectify the problem are thwarted when an energy emission, similar to the one that caused 30 percent burns to Joxom, narrowly misses him. Irina then reveals her true nature by drawing a hand weapon on the stunned ensign. Kim causes the ship to jolt and he wrestles the weapon from her, but since the vessel and its communications are disabled, he can only wait for the conclusion of the race for a rescue to be mounted. Irina admits to possessing a xenophobic nature, and she wishes to persuade her species to adopt more isolationist politics by sabotaging the race, but she leaves Harry to deduce the intricacies of her plot.

Ensign Kim perceives Irina’s previous generosity and affability in an entirely new light; her desire to bring the *Delta Flyer* into the competition was spurred by her terrorist inclinations, and he realizes that the *Flyer’s* fuel converter has been rigged to explode. Using his ingenuity, Kim scuppers Irina’s plan by contacting the *Delta Flyer* using a primitive morse code transmission, and the day is saved when the Starfleet vessel ejects the fuel converter that is found to have been leaking dangerous



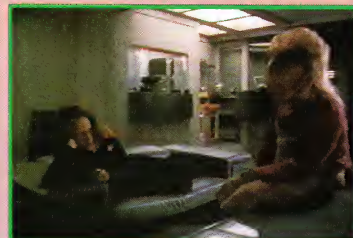
★ Inquest

Captain Kathryn Janeway launches an investigation after it is discovered that Irina’s vessel has been sabotaged.



★ Ensign eager

In his efforts to court the affections of Irina, Ensign Kim offers his piloting services.



★ Suspicious minds

The only thing to be aroused aboard Irina’s ship is Harry Kim’s suspicion at his pilot’s reluctance to finish the race.



★ Saboteur unmasked

Irina reveals that her distrust and hatred of other races inspires her terrorist undertaking.

veridium isotopes. Irina is presumably detained and arrested once the race is concluded.

Irina is totally ruthless, and for the sake of completing her objectives is willing to place the lives of friends, such as Joxom, and relative strangers in jeopardy.

KIM AND SEXY SABOTEURS

Dangerous Liaisons

Harry Kim’s brief relationship with Irina is not the only occasion in the young ensign’s personal history when he becomes involved with a separatist. In 2375, he meets a Varro female called Derran Tal who has lived aboard a *Generational Ship* all her life. While repairs are being conducted to her ship, she begins an intimate relationship with Harry Kim. The isolationist policies adopted by her race frustrate her as, unlike Irina, she craves the opportunity to explore the Galaxy and interact with other species. Her dreams are tantalized by Kim, who takes her to see a Class-3 nebula when they transport aboard a *shuttlecraft* together.

In order to achieve her wishes Tal takes the rather drastic action of introducing silicon based parasites into the linkages between the *Generational Ship*, hoping that once the vessel is segmented she will be able to escape and embark on a life of adventure and exploration. Microfractures soon appear on the *Generational Ship* and it fragments. She, and her collaborators, escape punishment from their superiors, but her new-found freedom comes at a price when she is forced to leave behind Harry Kim in search of her new destiny.

▶ Similarities

Ensign Harry Kim’s infatuation with the Varro female Derran Tal, mirrors his later feelings for Irina; both are passionate and dedicated women.



Captain Proton's Ray Gun

Lt. Tom Paris's 'Adventures of Captain Proton' holodeck program, based on examples of 1930's television science fiction serials, employs early 20th-century visions of how future weaponry would operate and be designed.

In early 2375, Lt. Tom Paris of *U.S.S. Voyager NCC-74656* devises a **holodeck** program designed to duplicate the look and feel of classic 1930's Earth low-budget non-interactive film serials. Faithfully reproducing the monochromatic color reproduction of the time, Tom Paris adopts the title role of **Captain Proton**, a human space traveler who journeys through the Sol System in his *Rocket Ship* defending Earth from numerous menaces including his arch-nemesis **Dr. Chaotica** and **Satan's Robot**. Accompanying Captain Proton is **Ensign Harry Kim** as Proton's best friend **Buster Kincaid**, along with the character of his beautiful secretary **Constance Goodheart**, a role played on at least one occasion by *Seven of Nine*. Wishing to create as accurate an environment as possible, Paris pays very close attention to the design of every element, including the technology represented by the limited special effects employed within these serials. One vital piece of equipment mirror *Starfleet's* own technology in the form of a portable offensive and defensive weapon referred to as a **ray gun** by Captain Proton.

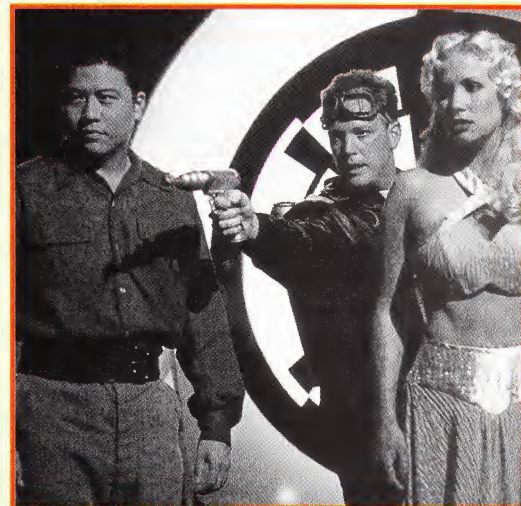
Captain Proton's ray gun is a lightweight, handheld weapon that is carried with the space adventurer at all times. Housed within a black

holster long enough to encase the relatively long muzzle of the gun, it can be drawn and ready for action very quickly, as the upper part of the holster is cut back to allow fast access to the grip and part of the trigger guard. The holster is secured to a thick waist belt worn over Captain Proton's flight jacket via a single flap that extends upward from the back of the holster, allowing the weapon to hang freely over Tom Paris's right thigh. While the Captain Proton environment functions in black and white, the ray guns of both Tom Paris and Harry Kim contain some color although this cannot be seen while the programs are running.

Old school fire power

Captain Proton's gun is over 20 centimeters in total length, making it far more cumbersome in operation than the weapons available to *Starfleet* personnel. In keeping with the overall 1930's design motif, the weapon is designed less around functionality, and more around a stylized view of what future armaments may

▶ **Captain Proton's ray gun emits a conical energy beam when fired, accompanied by a crude sound effect. Proton does not hesitate to use his weapon when he is presented with threatening situations.**



▶ **Buster Kincaid, Captain Proton, and his secretary Constance Goodheart again find themselves in a situation where they require fire power for protection and persuasion.**



PROTON'S RAY GUN

The ray gun is approximately 20 centimeters in length. Its cylinder is silver and decorated with metallic blue triangles at both ends.

The delicately designed firing tip narrows through three increasingly small tiers. At its discharge point, a crest rises from the top in a manner akin to the smoking guns of old.

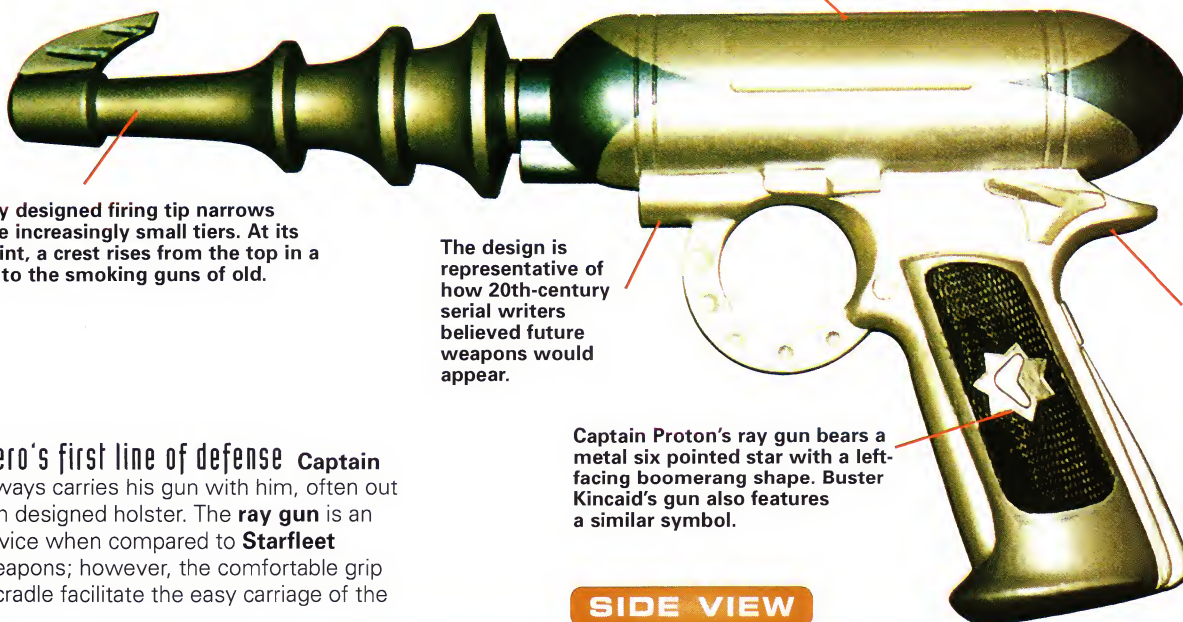
The design is representative of how 20th-century serial writers believed future weapons would appear.

The top of the handle curves out toward the wrist when held, cradling between the thumb and index finger.

▶ **A superhero's first line of defense** Captain Proton always carries his gun with him, often out of its custom designed holster. The **ray gun** is an unwieldy device when compared to *Starfleet* handheld weapons; however, the comfortable grip and curved cradle facilitate the easy carriage of the extra bulk.

Captain Proton's ray gun bears a metal six pointed star with a left-facing boomerang shape. Buster Kincaid's gun also features a similar symbol.

SIDE VIEW



Captain Proton's Ray Gun



▲ **Captain Proton and Buster carry different guns, but they both discharge a powerful wide energy beam that extends to the target and disables it.**

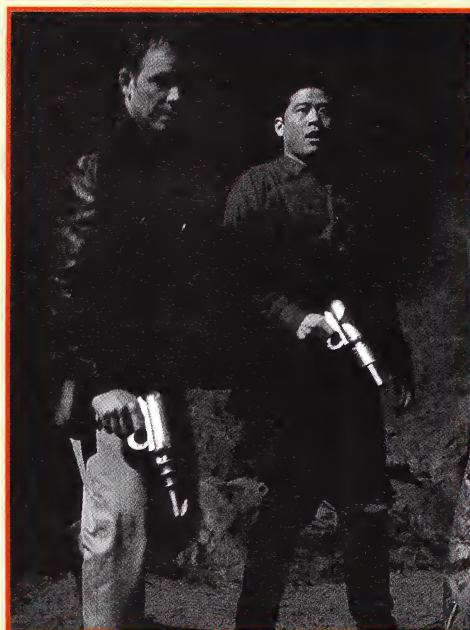
have looked like from an early 20th-century Earth perspective. In reality, the weapon has no functionality unless the holodeck safety protocols are disengaged; with them in place, the ray gun only operates in a limited capacity within the holographic environment for which it is designed – disabling photonic characters, but leaving organic players unharmed if they are struck by its energy beam. Nevertheless, Tom Paris attempts to maintain authenticity in the detailing of the gun. Constructed from an unknown material, the ray gun consists of a short pistol grip connected to a cylindrical primary firing chamber from which issues an extended barrel. The grip is long and narrow, allowing a comfortable grasp, and the butt is slightly flared outward, which along with the inset dark colored panel on either side of the grip reduces the possibility of the weapon slipping out of Captain Proton's grasp during use. There is a small icon embossed in the same silver color used on the majority of the gun's casing, different in design to the red icon found on Harry Kim's more simplified ray gun, that includes a red color scheme and a less ornate barrel and muzzle.

Directly in front of the upper part of the

forward angled grip is the circular trigger guard formed by a narrow drilled plate underneath the primary firing chamber. There does not appear to be any kind of trigger mechanism within the guard, although activation of the weapon is achieved by pressing inside this area. The upper main chamber is a simple cylinder, with the rear of the unit terminating in a curved end cap that is colored with a narrowing blue chevron matched at the front of the chamber shortly before it connects to the muzzle. The muzzle itself consists of three circular plates connected by forward curving cones that reduce in size from the rear to the front of the weapon, eventually narrowing to the ray gun's barrel that is cased in a thicker end-cap with a backwardly angled fin acting as a rudimentary aiming mechanism on the top. On activation, both Harry and Tom's weapons issue a thick conical beam of focused energy that incapacitates the target immediately. The emission of the beam is complimented by a crude sound effect, again in keeping with the authenticity of the recreation.

Fired in anger

The only time that the ray gun has been used for any purpose other than as a prop in a holodeck fantasy occurs in 2375, when *Voyager* is invaded by the **Night beings**, humanoid creatures that inhabit an expanse of the **Delta Quadrant** seemingly devoid of stars. Lt. Paris and **Seven of Nine** are stranded within the '**Adventures of Captain Proton**' scenario, and while looking for a way to exit the holodeck they discover a solitary Night being. The creature reacts violently to a flashlight being swept across it, producing a ball of energy that it projects toward Paris. Seven's reaction to this attack is swift; she kneels beside Paris, and unclips the ray gun from his belt, simultaneously ordering the computer to disengage the safety protocols. She then fires a powerful beam at the creature, easily disabling it, and proving that Captain Proton's ray gun is an effective weapon.



▲ **1930's science fiction heroes always carry protection in hostile enemy environments, as they never know what insidious evil they may encounter.**



▲ **Seven of Nine uses Captain Proton's ray gun with the safety protocols disengaged to stun a Night being that infiltrates the U.S.S. VOYAGER NCC-74656.**

BUSTER KINCAID'S RAY GUN

The barrel of the ray gun is long and cylindrical. It is constructed from an unidentified silver metal and decorated with red accents.



SIDE VIEW

Buster's ray gun has a more robust firing tip than Captain Proton's weapon. It is black, and it narrows to its tip in a cylindrical cone shape.

1 **A sidekick's sidearm**
Ensign Harry Kim plays **Buster Kincaid**, Captain Proton's sidekick. His **ray gun** is of a less distinctive design – indicative of his lesser role in the the scenario.

◀ **Buster Kincaid is quick to use his ray gun as both an offensive and defensive weapon; he is always prepared to fulfill his mission and protect his captain.**

The wide three-toned handle is lightly textured in its delicate dark gray section for a firmer grip.

The index finger rests in the circular trigger – even though no firing mechanism is visible.



STAR TREK: DEEP SPACE NINE Index

Part 2 The crew of *Deep Space Nine* have encountered many diverse alien races, from the familiar Alpha Quadrant species to strange and bizarre life forms found while journeying through the unexplored regions of the Gamma Quadrant. Most dangerous of all is the powerful Dominion, led by the shape-shifting Founders.

CARDASSIANS



Gul Dukat
File 50 Card 1



Tora Ziyal
File 50 Card 4



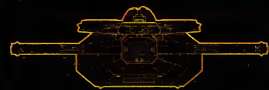
Enabran Tain
File 50 Card 6



Damar
File 50 Card 7

GALOR-CLASS VESSEL

File 36 Card 1



STARBOARD VIEW

AFT VIEW

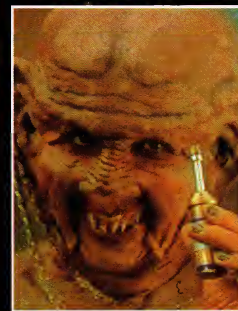


▼ **EMPOK NOR** is a Cardassian space station, that is abandoned in 2372. It is left adrift in the Trivas System by its former occupants.



EMPOK NOR
File 36 Card 4

FERengi



Ishka
File 51 Card 4



Grand Nagus Zek
File 51 Card 5

KLINGONS

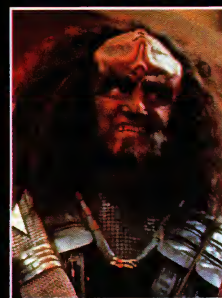
▼ **I.K.S. ROTARRAN: Bridge**
File 34 Card 9A

▼ The bridge of the I.K.S. ROTARRAN is a cramped and dark command center that nevertheless serves its crew well.

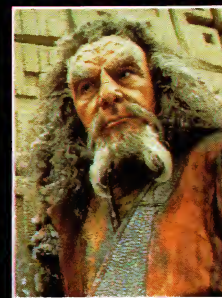


▼ **KLINGON BIRD-OF-PREY**
File 34 Card 1

▼ This KLINGON BIRD-OF-PREY is equipped with powerful disruptor cannons, photon torpedoes, and a cloaking device.



Gowron
File 48 Card 7



Kor
File 48 Card 9



Martok
File 48 Card 11

STAR TREK: DEEP SPACE NINE Index Part 2



THE DOMINION



Female
Shapeshifter
File 54 Card 4A



Weyoun
File 58
Card 2A

▶ This hands-free virtual reality headset is used to command warships through direct system and operation links. Designed for agents of the Dominion, other races can use them but often suffer side effects.



Dominion
Headset Viewer
File 63 Card 12

▶ The Jem'Hadar are the foot soldiers of the Dominion.

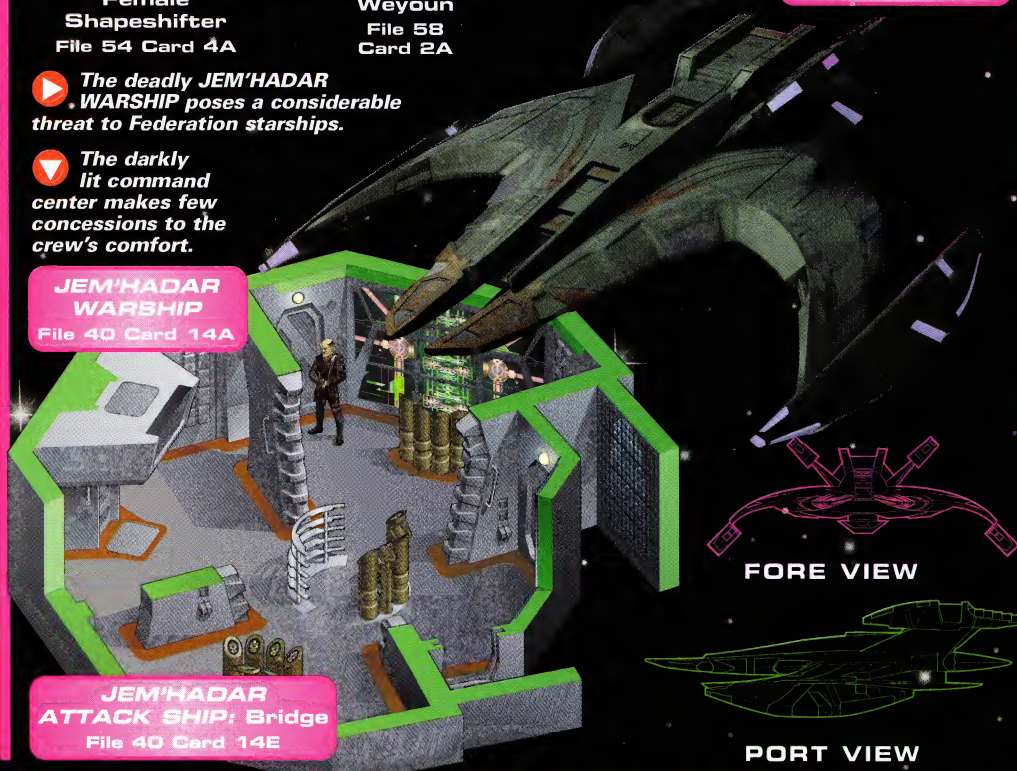
The Jem'Hadar
File 16 Card 4



▶ The deadly JEM'HADAR WARSHIP poses a considerable threat to Federation starships.

▶ The darkly lit command center makes few concessions to the crew's comfort.

JEM'HADAR
WARSHIP
File 40 Card 14A



JEM'HADAR
ATTACK SHIP: Bridge
File 40 Card 14E

FORE VIEW

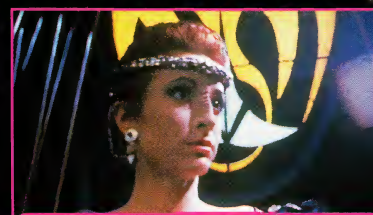
PORT VIEW

MAQUIS



Michael Eddington
File 43 Card 70

MIRROR UNIVERSE



Mirror Universe
File 18 Appendix Card 2

▶ The Mirror Universe is accessed by DEEP SPACE NINE crew members in 2370.

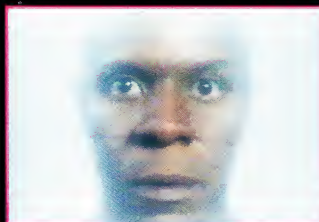
THE PROPHETS AND THE PAH-WRAITHS



The Pah-wraiths and the
Restoration
File 10 Card 16B

▶ The Prophets are regarded as Gods by the Bajoran people, and the Pah-wraiths are their evil counterparts. They once shared the Celestial Temple, and with the Reckoning the Pah-wraiths plan to regain control of their former domain.

▶ Commander Benjamin Sisko is named as the Emissary of the Prophets when he accesses the Bajoran wormhole in 2369.

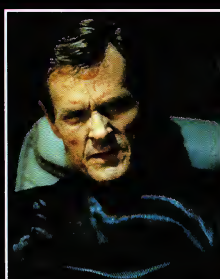


VIC FONTAINE



Vic Fontaine
File 56 Card 7

SECTION 31



Luther Sloan
File 43 Card 83



Section 31
File 19
Card 10A

▶ Sloan is an operative of Section 31.

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DEEP SPACE NINE



'DRIVE'

"He can be an ... erratic individual. He's also a very competent officer and clearly a skilled pilot."

— Seven of Nine's assessment of Tom Paris

'Drive'

With the blessing of Captain Kathryn Janeway, Lt. Tom Paris enters the new *Delta Flyer* in the Antarian Trans-stellar Rally. His competitive spirit is curtailed, however, by a mysterious saboteur, and a turning point that occurs in his relationship with Lt. B'Elanna Torres.

Tom Paris and Harry Kim are testing a new *Delta Flyer* when a small craft pulls alongside and challenges them to a race. Through the timely use of **impulse thrusters** the *Flyer* wins, but a malfunction in the other ship results in the release of toxic gas.

Tom transports a woman aboard the *Flyer*, who explains that her power transformer has exploded. Harry, very taken with her, suggests they obtain a replacement from the **U.S.S. Voyager NCC-74656**.

Aboard *Voyager*, **B'Elanna Torres** works hard to convince the **Doctor** to forgo his **holodeck** time in order to let her and Tom enjoy time in a vacation paradise program.

The other craft is repaired on *Voyager*, but Harry is rebuffed when he asks questions of its pilot; **Irina** proves far more forthcoming with Tom, whose conversation concerns itself more with her ship. She is in the sector to participate in the **Antarian Trans-stellar Rally**, a 2.3 billion kilometer course through three obstacle-laden segments. Tom considers it a formidable test of craft design and piloting skills, and wishes to participate. Irina offers the use of a **deuterium fuel converter**, enabling the *Flyer* to conform to the race regulations.

Excited entry

The race is a peaceful commemoration of the signing of a treaty that ended a prolonged period of war between four species within the sector. **Captain Kathryn Janeway** is convinced that the participation of the *Delta Flyer* will be a good public relations exercise, but there is mixed reaction among others aboard *Voyager*; **Tuvok** considers it a drain on resources, but B'Elanna greets the postponement of her planned holodeck vacation with Tom with uncharacteristic understanding, realizing the race to be a unique opportunity.

B'Elanna's understanding, however, masks her growing belief that she and Tom are not a compatible couple. She is unconvinced by **Neelix's** rebuttal of her assertion that love may not be enough, and refers to a maxim of her grandmother's that there are some couples who are a bad match. For B'Elanna, the fun she and Tom have shared is not enough, and she plans to inform him of this after the race. Neelix suggests she do so sooner rather than later.

ON SCREEN...



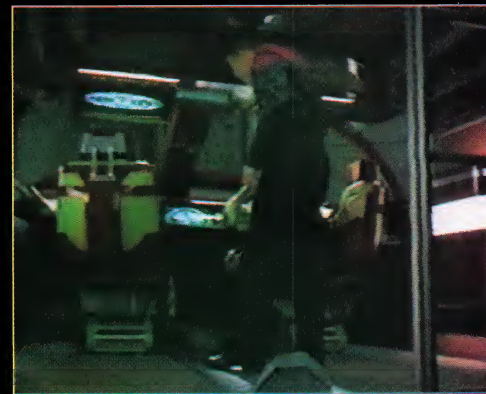
1 Irina pulls alongside the new **DELTA FLYER**. Tom Paris cannot resist engaging in an impromptu race with her, against the wishes of Harry Kim.



2 B'Elanna Torres manages to persuade the **Doctor** to give up his precious holodeck time so that she and Tom may enjoy a vacation together on Gedi Prime.



3 **IRINA'S VESSEL** is brought aboard the **U.S.S. VOYAGER NCC-74656** and repaired in a shuttlebay after suffering an explosion to its power converter.



4 Harry Kim is obviously attracted to Irina, but she shows more interest in Tom Paris, and invites him to enter the Antarian Trans-stellar Rally.



5 To the surprise of the senior staff, **Captain Kathryn Janeway** approves Tom Paris's plan to enter the **DELTA FLYER** in the Antarian Trans-stellar Rally.



6 Torres confides in **Neelix** that she has doubts as to the longevity of her relationship with Tom. He provides a friendly ear, and sound advice.

'Drive'

Race organiser **Ambassador O'Zaal** comes aboard *Voyager* to finalize the details of the *Delta Flyer's* participation, and explains his unenviable position. Every decision he makes in favor of one species offends another, and the peace between the four is still fragile. He gratefully accepts Captain Janeway's offer to host pre- and post-race festivities aboard the neutral territory that is *Voyager*.

During a pre-race social gathering Tom attempts to make the acquaintance of a competitor named **Assan**, a former warrior pilot who refuses any camaraderie. Irina, on the other hand, is exceptionally pleased at the arrival of her co-pilot, **Joxom**, dashing Harry's hopes. The entire crew have come to embrace the idea of the race, even **Seven of Nine** who works out the optimum course for the *Delta Flyer*. She mentions to B'Elanna that she finds it easier to work with Tom if she responds to his enthusiasms. B'Elanna takes the comments to heart and supplants Harry as Tom's co-pilot.

Close racing and terrorist activity

A risky maneuver instigated by B'Elanna sees the *Delta Flyer* win the first stage of the race, but she alienates Tom as the pilot. Furthermore Irina blames Assan's aggressive tactics for an injury suffered by her partner. Tuvok's investigation reveals that her ship has been sabotaged, and coupled with threats received before the race, O'Zaal believes an attempt to destabilize the peace. His offer to postpone the race is rejected, and Harry Kim becomes Irina's new co-pilot.

Harry learns that Irina's relationship with Joxom was purely professional, and he speaks of her in glowing terms. Once the race resumes, however, he learns that she has sabotaged her own ship. Without quicker reflexes Harry would have suffered the same injuries as her former co-pilot, and he discovers that the entire ship has subsequently been disabled.

Aboard the *Delta Flyer* Tom and B'Elanna's relationship is disintegrating. Tom stops the vessel a million kilometers from the finish line to resolve the situation, citing their relationship as his priority. Harry further learns that the fuel converter Irina supplied to the *Delta Flyer* is rigged to explode at the finish line. She does not believe in the prevailing peaceful coexistence of races

and her intention is to reignite the war.

Tom and B'Elanna reconcile in time to receive a morse code warning from Harry. With a **warp core** breach imminent, Tom leaves the course and heads for a nebula filled with ionized gas that will contain the resulting explosion. With the warp core

primed to detonate in a matter of seconds he proposes to B'Elanna.

The warp core is ejected in time, and the *Flyer* survives the resulting shockwave. Tom and B'Elanna return to *Voyager* having lost the race, but cemented their relationship; they marry soon after their return to *Voyager*.

ON SCREEN...



7 A pre-race party is held aboard **VOYAGER**. All of the competitors attend, including the Starfleet crew in their smart new racing uniforms.



8 Irina's co-pilot, **Joxom**, suffers severe plasma burns during the first stage of the race. Fortunately, Harry is later able to take his place alongside Irina.



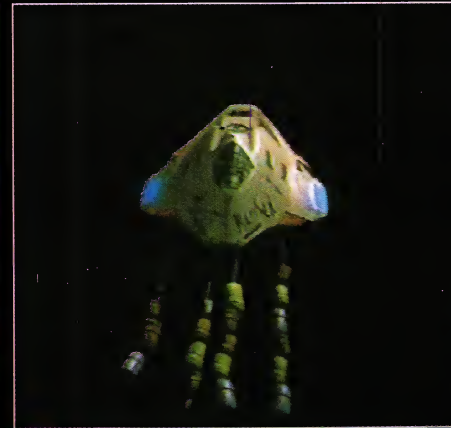
9 A meeting is assembled aboard **VOYAGER** to decide whether the race should proceed. A decision is made to continue with the event, however.



10 Harry Kim almost succumbs to the same fate as Joxom aboard **IRINA'S VESSEL**, but he escapes injury and reveals Irina to be the saboteur.



11 The **DELTA FLYER** is forced to eject its warp core when it is revealed that Irina has sabotaged the power converter. It explodes harmlessly in a Class-J nebula.



12 Following the conclusion of the race, Tom Paris and B'Elanna Torres marry. They enjoy a romantic honeymoon alone aboard the **DELTA FLYER**.

STARSHIP FACTS

A Torres's intended holodeck destination for her holiday with Tom Paris is **Gedi Prime**, a vacation paradise that includes crystalline beaches, mood reefs, and bioluminescent waterfalls.

A The entire last third of the race course is taken up by the **Mobius Inversion** – a level 6 subspace distortion that Tom Paris describes as a "little wormhole with big attitude."



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Irina's Vessel Takes Flight
Racing in the Antarian Trans-stellar Rally

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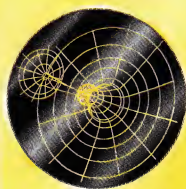
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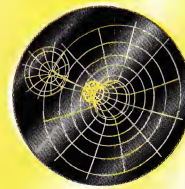
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SPACE
PHENOMENA

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FILE 5 CARD 29J



SPACE
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BRAXTON'S INTERFERENCE

A hidden **Force 3** temporal disruptor is the catalyst for a dangerous series of temporal anomalies aboard the *U.S.S. Voyager NCC-74656* in 2375. The most remarkable paradox of all, however, turns out to be the identity of the saboteur.

All Federation officers are trained to handle the eventuality of temporal incursions and disturbances to the time line.

The 29th century sees the development of fully-fledged **Federation Timeships** that scan the centuries for temporal infractions, and send agents to rectify them and the resulting paradoxes. **Captain Braxton** of the *U.S.S. Relativity NCV-474439-G* performs this vital duty, but he is not immune to the resonances of time.

A disproportionate number of Braxton's missions have involved the 24th-century **Starfleet** vessel *U.S.S. Voyager NCC-74656* and 'the Janeway factor.' He

feels that **Captain Kathryn Janeway** is reckless when it comes to time travel – he has had to repair the damage from three major temporal incursions. The latest sweep shows another *Voyager* debacle: a concealed **Force 3 temporal disruptor** that threatens to fracture spacetime and destroy the vessel.

Disruptive forces

The temporal disruptor triggers a wave of temporal anomalies aboard *Voyager* prior to destroying the ship. The distortions fracture spacetime, with effects varying from a significant number of cases of space sickness, to a ping pong ball frozen mid-flight during a tournament in the mess hall. Food spoils only an hour after being replicated,

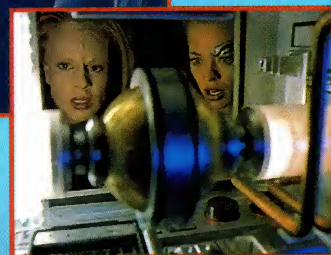
and the crew's perceptions of each other also begin to be affected.

Internal chronometers register different times on different decks and sections; time appears to be slowing down in parts of the ship and accelerating in others. The **Emergency Medical Hologram** receives a message from **Neelix**, for example, informing him that **Ensign Manis** has taken ill in the mess hall, but when he turns up, Manis is yet to fall sick. **Sickbay** time is posted as 1543 hours, whereas in the mess hall it is 1536.

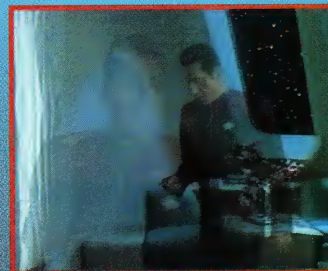
Voyager's hull is eventually demolecularized by the distortions emanating from the temporal disruptor, and the ship implodes on **Stardate 52861**. It is the direct result



▶ **Captain Braxton** of the *U.S.S. RELATIVITY NCV-474439-G* is pragmatic and somewhat ruthless when exacting the necessary arrangements in repairing temporal anomalies. He willingly sacrifices recruits' health – the end justifies the means.



▶ **B'Elanna Torres's** naked eye cannot see the temporal disruptor that **Seven of Nine's** ocular implant can.



▶ **Commander Chakotay** appears in different places as the temporal disruption passes through **Captain Kathryn Janeway's** ready room when they are discussing how to stop the distortions occurring.

REPEAT PERFORMANCE

To the power of Seven

Seven of Nine is recurrently recruited by **Captain Braxton** of the *Timeship Relativity* to locate and disarm a temporal disruptor that has been planted aboard the *U.S.S. Voyager NCC-74656*. The **Borg** technology in her ocular implant allows her to detect the irregularities occurring because of this powerful weapon.

Seven is recruited at least four times and suffers health side-effects as a consequence, most notably sensory aphasia. In her own time she experiences disruption of her neuro-disruptors – as a result of continuous temporal transports – and on one occasion dies in the 29th century from damage to her bionetic implants.

▶ **Seven of Nine** uses her tricorder in an attempt to locate the coordinates of the temporal disruptor.

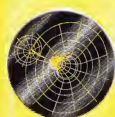


▶ **Officers** from the *TIMESHIP RELATIVITY* materialize aboard the *U.S.S. VOYAGER NCC-74656* to recruit **Seven**.

▶ **Lt. Ducane** rushes to **Seven's** aid fearing that her repeated temporal transports have irreparably harmed her humanoid physiology.



▶ The U.S.S. *VOYAGER* NCC-74656 is blown up in the Delta Quadrant in 2373 by the time traveling 29th-century Captain Braxton who believes that *VOYAGER* will be responsible for an apocalyptic temporal explosion.

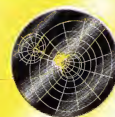


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BRAXTON'S INTERFERENCE



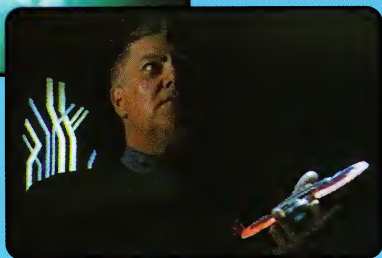
SPACE
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GALAXY FACTS

- ▶ A temporal anomaly is a rift or hole in the space-time continuum.
- ▶ A quantum fissure is a set point in the spacetime continuum: a window into other quantum realities.



▶ The temporal disruptor is even more destructive in the hands of the unstable Braxton.



▶ Braxton interrupts a game of ping pong in *VOYAGER*'s mess hall as he attempts to flee his pursuers.



▶ Braxton avoids capture but not detection by transporting himself to another time.



49123. The starship is under constant attack from the **Kazon** at this time, and the melee lets the saboteur place the disruptor without being detected.

The main paradox arising from Seven's arrival in this time period involves her sighting and capture by Janeway and **Lt. Tuvok** two years before she will join the crew. The captain recognizes Seven from their short meeting in the earlier 2371 time period. The ex-**Borg** drone initially refuses to violate the **Temporal Prime Directive** and answer questions, but she must inform Janeway of her mission and ask her assistance with pursuing the saboteur.

The villain is revealed to be Captain Braxton – this version hails from a time after he recruited Seven for her mission. He has a personal vendetta against Janeway because of an earlier incident in which her unwitting actions

stranded him in the barbaric late 20th century for three decades. He had to undergo extensive temporal rehabilitation before he could return to duty, but a relapse forced him to retire.

Future shock

This future Braxton is suffering from **temporal psychosis**. He sees his recovery in obliterating *Voyager* completely from the timeline – then none of the events that caused his illness will occur. The fact that his previous self instigates the mission to prevent his future actions is a paradox more surprising than any created en route.

More temporal problems are caused when Braxton escapes to *Voyager* in the 2375 time period, pursued by Seven. Fifteen crew members witness his appearance and the even

more surprising meeting between Seven and her counterpart from that era.

Braxton is nevertheless apprehended at the same time as the 29th-century captain is relieved of his duties from crimes he will commit. Captain Janeway is enlisted to help repair the myriad paradoxes that have been set in motion by preventing the chain of events from occurring in the first place. She is sent back to the precise moment that Braxton boarded *Voyager* to plant the disruptor – a piece of information provided by the abashed prisoner in exchange for leniency.

The three Braxtons – including the third apprehended by Janeway – are reintegrated in time for his trial in the 29th century. The time line is restored with an incursion factor of just 0.0036 – an excellent result for such a convoluted experience involving so many factors. The Braxton paradox is resolved, though it will doubtless be collated to the list of cases deserving of future investigation.

of temporal sabotage – something Braxton cannot allow. He sends two agents via a **temporal transporter** to recruit *Voyager* crew member **Seven of Nine** a moment before the ship is destroyed. She is to find the device using her ocular implant and prevent the saboteur from completing their task.

Multiple sevens

Seven visits a number of time periods in an attempt to rectify the temporal anomaly. The details of her first mission are unknown, but the second is to 2371, at a time when *Voyager* is still in dry dock at the **Utopia Planitia Fleet Yards** in Earth's Solar System. She masquerades as a medical/sciences division officer, **Ensign Anna Jameson**, and uses a 29th-century tricorder to scan the ship. She locates the device, but it is out of phase – meaning it was placed in this location, but

not in this time period.

Seven beams away before she can be discovered, but her presence cannot help but create a number of paradoxes – she is engaged in a short conversation with Captain Janeway, on her first inspection of her new command. Her disappearance leaves behind a **chronoton** flux of 0.003 – an odd reading that Janeway will distinctly recall when the sensors pick up the same phenomenon in the same location during future time periods.

A further visit to this time period in pursuit of the saboteur creates even more temporal carnage, with a running fire fight and subsequent beam-out witnessed by Janeway and other crew members.

Seven's initial visits mean she can narrow the time frame to a period two years before she joined the *Voyager* crew – **Stardate**

▶ Braxton is sworn by the Temporal Prime Directive to preserve the original timeline, but frustration with Captain Janeway's antics drive him to madness.



FASTER THEN THE SPEED OF LIGHT

Anomaly training

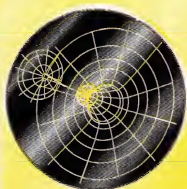
The 29th-century **Timeship** crews are instructed in several precedents for temporal paradoxes. The **Dali paradox**, also known as the melting clock effect, refers to a temporal fissure that slows the passage of time to a gradual halt, while the **Pogo paradox** is a causality loop in which interference to prevent an event actually triggers the same event.

An example of the latter is the **Borg's** attempt in 2373 to travel back in time and stop pioneer **Zefram Cochrane** from breaking the warp barrier. They succeed, but this in turn leads the U.S.S. *Enterprise* NCC-1701-E crew to intervene. They assist Cochrane with the flight, which he completes, and the causal loop is complete.

▶ Zefram Cochrane successfully achieves warp flight April 4, 2063.



▶ Seven of Nine attempts to avoid causing temporal paradoxes in her transports without success.

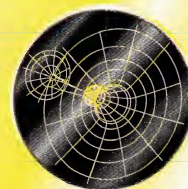


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FILE 5 CARD 35

INVERSION NEBULA



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Inversion nebulae are fiery, short-lived astral phenomena that rarely survive long enough to be studied. One centuries-old example in the Delta Quadrant proves to be an enigma wrapped up in a mystery.

Inversion nebulae are, in the words of one observer, beauty and mystery combined. It is an alluring combination. They are an extremely rare phenomenon – so rare, in fact, that an example has never been witnessed in the entire **Alpha Quadrant**.

Nebulae are best described as a giant cloud of gases that occupy the empty space between star systems. Inversion nebulae are additionally layered with highly unstable strands of plasma. It is unknown what circumstances

and variables must be in place to facilitate the formation of these rare Galactic wonders.

Rare sight

They are a beautiful sight, featuring, as they do, the typical blaze of color indicative of nebulae, with clashing purples, pinks, and blues, though the colors are somewhat muted when compared with more typical nebulae such as the **Mutara Nebula**. They generally take a spherical or oval shape. Inversion nebulae only generate the illumination generally

associated with nebulae at their core, rather than all the way through. The outer limits of the nebula fade into the surrounding darkness. It is unknown what causes this sustained lighting effect, or why it differs from the norm.

Small strands of ghostly white material crisscross inversion nebulae. This is the plasma that makes up the weight of the astral phenomena. The strands are highly unstable, and ignite somewhere in the vicinity of 9000 degrees Kelvin. A subatomic cascade reaction begins at

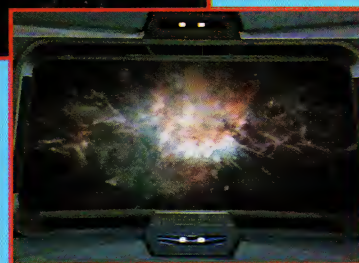


The inversion nebula is a beautiful mass of swirling gases and dangerous plasma strands. This particular nebula is also home to the alien Marayna.

that point, and the plasma strand bursts into incandescent light.

These give off a great deal of energy. An inversion nebula

The U.S.S. VOYAGER NCC-74656 encounters one of the rarely seen inversion nebulae in the heart of the Delta Quadrant in 2373.



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UPLINKED LOVER

At the heart of the nebula

Marayna enjoys her solitude, but she sometimes feels the need for company as well. She has been known to create an uplink to the computer systems of passing ships to amuse herself by examining all the little details of the crew's lives.

The **U.S.S. Voyager NCC-74656** proves an intriguing distraction when she uplinks and discovers the holodeck facility. Marayna takes the form of an attractive holographic character from the popular Polynesian resort program, and uses her as an interface to interact with the crew. She finds the whole concept highly diverting.

Ensign Harry Kim and Lt. Tuvok both become enamored by the alluring hologram, little realizing that she is the product of an outside agency. The Vulcan deals with his attraction by deleting the Marayna subroutine, but the alien is firmly installed inside *Voyager's* computer system. She transfers herself to sickbay, and uses the Emergency Medical Hologram's mobile holoemitter to pay Tuvok a visit in his quarters.

She threatens to destroy the Starfleet vessel by igniting plasma strands in its path unless Tuvok, whom she feels is a kindred spirit, remains with her. He transports to her space station concealed within the nebula – the source of the traced uplink – and manages to convince the alien face-to-face that if she really has feelings for him, she would not force him to stay.

The crew of VOYAGER are forced to turn away when they are dazzled by the fiery plasma strands that ignite within the inversion nebula.



The U.S.S. VOYAGER NCC-74656 is threatened with destruction by Marayna's control of the inversion nebula's plasma strands.



Designation	Inversion Nebula
Class	N/A
Quadrant	Delta
Also known as	No other names recorded
Native name	None
Description	Tumultuous blend of gases colored in subdued tones, and volatile plasma strands that are subject to igniting with little warning.
Life Forms	One life form – Marayna – who lives alone aboard a space station within the inversion nebula. She is responsible for the phenomenon's continued existence.
Starship Log	STAR TREK: VOYAGER 'Alter Ego'



GALAXY FACTS

On Stardate 48546.2, the **U.S.S. Voyager NCC-74656** encounters, another nebula-like gas cloud that proves to be a massive, gaseous living being rich in omicron particles that the ship inadvertently injures while gathering fuel.

is able to be traversed by starships, but vessels that venture too close to a plasma strand can sustain extensive damage to their shields – akin to being hit by a **phaser** or **disruptor** blast – if it ignites at that moment.

It takes just one strand to flare, and a chain reaction is set in motion that quickly engulfs the entire nebula. This is the factor that renders inversion nebulae so unstable and difficult to study. **Federation** astrotheorists have hypothesized that they usually burn out within a few years, though they have no solid information with which to work.

Exception to the rule

One inversion nebula on the other side of the Galaxy, in the **Delta Quadrant**, appears on face value to disprove this theory. It still exists after centuries, with an unknown process preventing the

Marayna has lived a solitary existence within the inversion nebula.



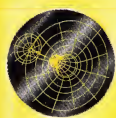
plasma strands from igniting and the nebula being consumed like a torch. Strands that reach the point of combustion remain on fire for only a few seconds before they disappear. The plasma completely burns itself out without causing the expected chain reaction.

The secret of this nebula's longevity is a concealed space station at the center of the phenomenon. The facility produces a **dampening field** between the strands that stops the reaction, acting almost like a fire break in space. It seems to be automatically triggered by each reaction. The effect can work in reverse as well – plasma strands are able to be detonated one by one in any pattern. The station

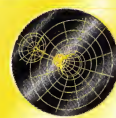
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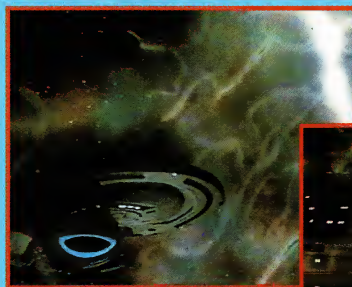
INVERSION NEBULA



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can thus use them as a weapon against any vessel that enters the nebula.

The sole sentient life form aboard the station is called **Marayna**. She is very proprietorial about the nebula, describing it as her own. She has dedicated herself to the preservation of the amazing phenomenon for the benefit of her own race. She finds it incredibly beautiful, and she wants her people to be able to enjoy it as a work of art.

The conundrum of a long-lived inversion nebula is the very thing that piques the interest of **Captain Kathryn Janeway** and the crew of the Federation starship **U.S.S. Voyager NCC-74656** in mid-2373. They maintain a safe distance of 2000 kilometers in case the nebula should ignite, as the astrotheorists predicted, but they probe

VOYAGER takes the opportunity to explore the inversion nebula.



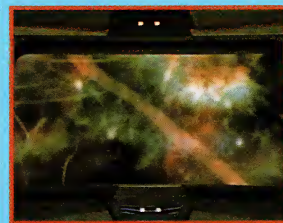
it for several days with full spectrum scans on continuous sweep. These scans fail to pick up **Marayna's Station** at the heart of the gas cloud, however.

Lonely hearts club

The crew wish to research applications for the dampening effect, little realizing it is of artificial origin. They believe that if a similar effect can be generated using *Voyager's* deflector dish, they may be able to use it to contain a **warp core** breach or other plasma reaction. All possible information is recorded, and the starship then tries to resume course for the Alpha Quadrant.

Marayna refuses to let the vessel go, however. She gains access to the ship's systems via a

The tumultuous clouds of gas provide a most beguiling sight for the crew of the **U.S.S. VOYAGER NCC-74656** as they continue their steady progress through the nebula in 2373.



Travel through the volatile inversion nebula is a slow and risky procedure.

computer uplink and incapacitates the propulsion systems. She is able to manipulate the ship's computer pathways, and cover her tracks so that it cannot be traced, leaving the crew unable to find the cause of the problem. **Lt. Tuvok** is fortunately able to reason with her that the solution is not to forcibly acquire company for her lonely task, but perhaps to return to her homeworld and let someone else take over her fastidious work.

It is unknown if Marayna follows Tuvok's advice. It is certain, however, that the inversion nebula will remain as long as the station at its center is crewed and operational. The alien woman recognized that it is the one permanent example of an otherwise fleeting and magnificent astral phenomenon, and one that deserves to be preserved.

HIDDEN STATION

What lies inside a cloud

Marayna has lived alone for years on the space station camouflaged inside the anomalous inversion nebula. This foreign body is unknown and invisible to passing vessels, and it is from this covert position that Marayna endeavors to protect and preserve the majestically beautiful nebula for the enjoyment of her people. **Marayna's Station** has been designed to cater to the nebula's longevity, with little attention to creature comforts; it supports only an extremely spartan lifestyle.



The interior of **Marayna's Station** is cramped and poorly illuminated. It nevertheless serves her mission of preserving the nebula to perfection.



Tuvok confronts Marayna on her station after she has infiltrated the **U.S.S. VOYAGER NCC-74656** in the guise of an attractive female hologram.



Marayna spends much of her time seated behind a console from which she monitors the inversion nebula, and any starships that may pass nearby.



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FILE 10 CARD 20

THE BAJORAN ORBS



The Orbs of Bajor are one of the most important archeological finds for the deeply spiritual Bajoran people. These beautiful energy spheres serve as a link between the people and the revered Prophets of the Celestial Temple.

The Orbs of Bajor – also known as **Tears of the Prophets** – are mystical artifacts of great religious significance to the Bajorans. They are bestowed upon the people of Bajor by their gods, the Prophets, who occupy the Celestial Temple. This translates, in layman's terms, to the powerful noncorporeal aliens who exist outside of linear time, and reside in the stable wormhole environment in the Denorios Belt.

Amazing discovery

Nine Orbs have been found in the Bajoran System, many in the Denorios Belt, at irregular intervals over the last 10 millennia. Each resembles a colorful energy vortex shaped like an hourglass, and spinning slowly on its own axis. They are contained within special caskets known as arks.

Numerous fake Orbs

have turned up over the years; fragments of Orbs also exist. It is unknown if these are splinters from one of the known Orbs, or the remains of another. The bracelet of the Sirah of one Bajoran village is made from an Orb fragment. It was once used to give physical substance to the fear and mistrust that was dividing the village, resulting in a cloud entity known as the Dal'Rok. This common enemy served to unite the bickering villagers.

The Orbs offer a link between Bajor and its gods, and the wisdom and contact they provide has shaped the people's theology. They are placed in the care of the various orders across Bajor, and tended to by the vedeks and monks. All but one of the Orbs are stolen by the Cardassians, however, when they end their occupation of Bajor in the late 2360's. They wish to decipher the power of the



artifacts for their own use, though they apparently have little success in the ensuing years.

Homecoming

The return of the Orbs to Bajor is a difficult issue, and discussion is delayed until after a peace treaty is signed between the two worlds in mid-2371. Negotiations apparently bear fruit after this point, as at least one Orb is willingly returned in 2373. Two

others are returned to the Bajorans at various points, and a tenth Orb is discovered in 2375.

Individual encounters with the Orbs are traditionally to be approved by the Vedek Assembly, but this is a formality to which few adhere. An Orb experience is a taxing and highly personal matter, and one that can be confusing at first. It is described as something one has to live with for a while and absorb,

Exposure

An Orb experience is not something to be taken lightly. These encounters can vary from enjoyable to terrifying, depending on the circumstance.

Defender

The Sirah of a small Bajoran village uses a fragment of an orb to create a terrifying beast that threatens to destroy the community.

and then one day it becomes a part of the person.

Some of those who are exposed to an Orb go on to experience what is known as an Orb shadow – hallucinations that can occur up to weeks or months later. Many Bajorans believe that this side effect afflicts those who ignore the advice given by the Prophets during the encounter with the Orb.

ORB OF WISDOM

This Orb has a purple hue. It is obtained by the Ferengi Grand Nagus Zek from contacts on Cardassia III in 2371, and eventually sold back to the Bajoran people in an undisclosed deal. Zek first attempts to use the Orb to see into the future for financial gain, but he is temporarily, but profoundly changed by his encounter with the Prophets.

Kai Winn consults the Orb toward the end of 2373, when faced with the difficult question of whether Bajor should sign a non-aggression pact with the encroaching Gamma Quadrant power known as the Dominion. She receives no counsel, however.



Grand Nagus Zek hopes to use the Orb of Wisdom for financial gain, but the experience serves to alter his personality, effectively removing his avaricious tendencies.



Kai Winn is disappointed to discover that the Orb of Wisdom offers little assistance when she ponders whether to sign a non-aggression pact with the Dominion in 2373.





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FILE 10 CARD 20

THE BAJORAN ORBS



ORB OF PROPHECY AND CHANGE

This Orb is known as the **Orb of Prophecy**, or the **Orb of Change**, or simply as the third Orb. It gives off a bright green glow. A **Bajoran** named **Trakor** shared an encounter with it, and wrote down a number of prophecies around 3000 years before the **Cardassian** occupation of **Bajor**.

This Orb is the only one not stolen by the Cardassians, and thus it takes on a special significance for the Bajorans for a number of years. It is kept in a hidden shrine, and tended by **Kai Opaka** in 2369, although she allows **Commander Benjamin Sisko**, whom she identifies as the **Emissary** of the **Prophets**, to take it with him to **Deep Space Nine**.

Those who share an experience with this Orb include Sisko, who in 2369 relives his first meeting with his wife, **Jennifer**. He uses the Orb to focus the prophetic visions, or **pagh'tem'far**, he experiences some four years later, and correctly discerns that Bajor should not accept the **Federation's** offer to join at that time. Other encounters are had by **Lt. Commander Jadzia Dax**, who experiences again the moment she received

▶ **Commander Benjamin Sisko enjoys a positive experience when he uses the Orb of Prophecy – the chance to relive his first encounter with his wife, Jennifer.**



the **Dax symbiont**, and **Major Kira Nerys**, who accepts **Vedek Bareil Antos's** invitation in 2370, and receives a glimpse of the near future. These two are in addition to any number of **vedeks**, including **Bareil**, and lay Bajorans.

The Orb is temporarily relocated to the Bajoran shrine on **Deep Space Nine** in 2374. It is secured behind a forcefield keyed to a



▶ **Kira Nerys undertakes an Orb experience in 2370 at the invitation of Vedek Bareil. She finds her vision to be quite disturbing, and is unwilling to impart its content to Bareil afterward.**

decryption matrix. **Vedek Ossan** permits the mirror universe counterpart of Bareil to share an Orb experience, little realizing that he plans to try and steal the artifact to unite his people in a holy war. He does not succeed.

Kai Winn also attempts to use this Orb to communicate with the **Prophets** after the dreaded **Pah-wraiths** reach out to her in 2375, but she receives no response.

ORB OF CONTEMPLATION

This Orb is brought to **Deep Space Nine** in late 2374 as part of the celebrations of the **Bajoran Gratitude Festival**. It later becomes the vessel into which a **Pah-wraith** contained in the **Cardassian Dukat** passes. This results in all of the Orbs growing dim, and the temporary sealing of the **Celestial Temple**.



▶ **The Orb of Contemplation becomes a focus for some of the celebrations held during the Gratitude Festival on DEEP SPACE NINE in 2374.**



▶ **The Pah-wraith contained within Dukat is released into the Orb of Contemplation on DEEP SPACE NINE in 2374.**

ORB OF TIME

This Orb is one of the more powerful artifacts. It permits the temporal displacement of individuals, or even a starship, as well as geographical shifts of hundreds of light years. Some **Bajorans** believe the influence of the **Prophets** prevents those using the Orb from disturbing the timeline.

The Orb is returned to the Bajoran people by the **Cardassian** government in early 2373. The former **Klingon** agent **Arne Darvin** uses it en route to **Bajor** to take the **U.S.S. Defiant NX-74205** back in time to 2267, in an attempt to exact revenge on **Captain James T. Kirk** of the **U.S.S. Enterprise NCC-1701**.

The Orb is later installed in the **Temple of Iponu** on **Bajor**. **Major Kira Nerys** receives permission to consult it in 2374 to learn the fate of her mother, **Kira Meru**, during the **Cardassian** occupation.



▶ **Odo supervises the arrival of the Orb of Time aboard the U.S.S. DEFIANT NX-74205.**



▶ **Kira Nerys makes use of the Orb of Time to experience the events of the Cardassian occupation.**

ORB OF THE EMISSARY

The existence of this Orb is not known until 2375. **Captain Benjamin Sisko** experiences a vision from the **Prophets**, and mounts an expedition to unearth it, with the aid of an ancient **Bajoran** inscription in a locket belonging to his mother, **Sarah**. He finds it buried in the sand on the planet **Tyree**. The opening of the Orb's casket releases a trapped **Prophet** – known to Sisko as **Sarah** – who returns to the **Celestial Temple** and expels the **Pah-wraith** that has infiltrated it. This restores the other Orbs, which have been dark and lifeless since the attack on the **Orb of Contemplation** in 2374.

The discovery of the **Orb of the Emissary** brings the total of those known to exist to ten.

▶ **Captain Benjamin Sisko finds the Orb of the Emissary buried beneath the sands of the planet Tyree. Its discovery is a momentous occasion, as it enables Sisko to learn of his true heritage and relationship to the Prophets.**





ROLES WITHIN STARFLEET

HELMSMAN

DUTIES AND ROLE

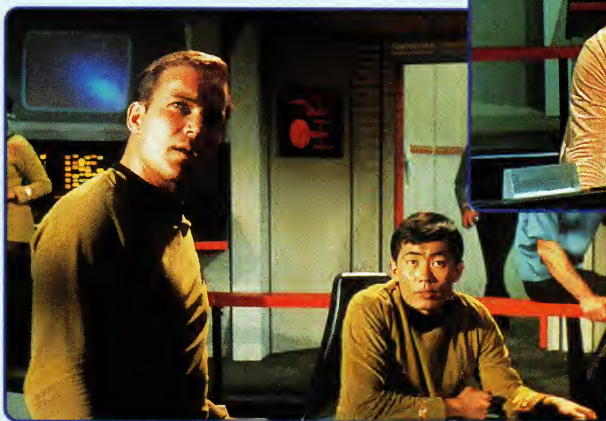
The helmsman holds an indispensable position on the bridge: it is his duty to pilot the ship into uncharted regions of space.

One of the most important positions on the bridge of any vessel is the helm, a term borrowed from early Earth naval tradition for the operational station and series of controls directly responsible for actually piloting a vessel. In common with many bridge control stations, the helm position has been constantly improved and increasingly integrated into other systems as starship design has evolved. In the 24th century, the separate positions of helm and navigation no longer exist, but the role of the helmsman can still be clearly identified, as can the change in the skills required to become a helmsman discussed in relation to the change in **Starfleet** bridge designs.

The introduction of the **Constitution**-class starship in the 2240's heralds a new era in space exploration for the **United Federation of Planets**, and while knowledge exists of the **Alpha Quadrant**, one of the primary functions of Starfleet's expanding fleet is to map previously unexplored territories and collate information on new races. The need for a skilled pilot becomes paramount on such scientific expeditions as their knowledge of pre-set and instinctive piloting can get a vessel out of trouble in matters of conflict or emergency. All officers stationed at the helm are expected to be well versed in textbook attack patterns and evasive maneuvers, reacting automatically to external influences or orders from the senior commanders on the bridge.

Constitution-class vessels such as the **U.S.S. Enterprise NCC-1701** have separate consoles for navigation and helm control, both permanently manned at all times and liaising closely with each other in order to execute previously programmed courses and calculate the quickest or safest route to a destination. Situated to the forward left position of the captain's chair, the helmsman has an uninterrupted view of the main viewscreen and the location of their station is usually at

▼ **Hikaru Sulu is first a physicist aboard the U.S.S. ENTERPRISE NCC-1701, but is later transferred to the helm. His experience here proves valuable in his later role as a starship captain.**



the lowest part of the bridge so that other personnel may have an unobstructed view of the main viewer. The integration of the navigator's function into the helm position comes some time later, with the **Galaxy**-class design in the 2360's, and while it is renamed to flight controller, conn, or pilot, the relative position in front of the main viewscreen remains the same, although it is shifted to the starboard side of the bridge in line with the newly created Ops position.

Helm evolution

Controls available to the helmsman have increased in sophistication and sensitivity over the years, and while the skills of the navigator are integrated into a pilot's training from the 2360's, the basic helm controls have remained the same since the introduction of warp drive. Controlling the ship's course, attitude, and speed are three of the primary functions of the helmsman (a traditional naming convention that does not preclude female officers from taking the position), and the interfaces made available at the helm reflect the technological sophistication of the time. The helm of **U.S.S. Enterprise NCC-1701** is operated for a number of years by **Hikaru Sulu** and he proves his mastery of the basic push-button controls and toggle switches to control warp and impulse power on numerous occasions. Deviancy from



▲ **The helmsman's console rests at the lowest level of the bridge, providing those working behind an unhindered view of the main screen.**

▼ **The helm and ops stations on the bridge of the U.S.S. ENTERPRISE NCC-1701-D are positioned close together.**



the pre-programmed course would be instantly communicated via the raised helm alert flasher between the helm station on the left and navigation on the right, allowing the helmsman to check the current heading on the large Astrogator to the right, and make changes accordingly.

Conn innovation

Starfleet's introduction of the nautical term conn on such vessels as the **U.S.S. Enterprise NCC-1701-D** leads to an expanded role for the helmsman, but the original piloting controls remain on the newly designed touch-sensitive interfaces built into the low console located in front of the helmsman's chair. The flight control panel integrates the navigational controls of the once separate station, allowing the helmsman to prepare courses and execute them at the same station. Warp drive and impulse controls are within easy reach to the right of the navigational controls, requiring a greater flexibility of manipulation by the crew member operating the conn. The **Constitution**-class starship design includes thruster systems for station-keeping and low speed maneuvers. The helmsman has complete control over this earlier vessel, and the level of sensitivity available to the officer increases greatly with the more complex computer systems available to the **Galaxy**-class and subsequent starship designs. The conn panel on the **Galaxy**-class,



▲ **The captain often relies on the helmsman's extensive knowledge of navigation and tactical maneuvering.**



▲ **Demora Sulu continues a family tradition when she is assigned to the helm of the U.S.S. ENTERPRISE NCC-1701-B.**





FILE 19 A Guide to FEDERATION STARFLEET



▲ The **U.S.S. ENTERPRISE NCC-1701-E** includes the option to control the helm via the manual steering column.



▲ The helm console requires a great deal of knowledge, intuition, and talent from its operator for maximum efficiency.



▲ The helmsman has duplicate displays from engineering of the warp and impulse engines for use in emergencies only.

Intrepid-class, and **Sovereign**-class ships includes a pressure sensitive four-way pad that allows coordinated control of the **RCS** thrusters systems, giving the helmsman finger tip control of the ship's position.

In control

Further integration of skills is exhibited in the design of the **Defiant**-class vessel, where the helm also doubles for weapons and defensive controls, along with navigation. Highly experienced officers conversant with all of these systems are assigned to such vessels as the **U.S.S. Defiant NX-74205**, and while the position is reflective of the traditional helm station at the very front of the small bridge it is not a true helmsman's role. The introduction of the **Intrepid**-class design in 2370 makes a return to naming the pilot's position the helm instead of the conn, placing the helm officer in charge of the ship's highly advanced pilot console at the very front of the bridge. Seated in front of a large semi-circular console, the helm officer exemplified by **Lt. Thomas Paris** of the **U.S.S. Voyager NCC-74656** has a wide



▲ **Tom Paris's** reputation as a pilot precedes him, securing his release from prison and his role as helmsman.

range of automatic and manual controls available to them, although the knowledge of propulsion systems and a natural ability for piloting techniques is still as valuable as ever. Flight critical displays from the engineering console are duplicated on one of the viewscreens, allowing the helm officer to shut down the warp or impulse engines if an emergency arises. Control over the



▲ **Jadzia Dax** is the science officer aboard **DEEP SPACE NINE**, yet is also a talented pilot, a legacy of her symbiont.

navigation of the ship can be handled from this station, or coordinated with the Ops position, and in addition to operating the thrusters, warp, and impulse engines, the helm officer aboard an **Intrepid**-class vessel must also be conversant with the automated landing procedure, as the sequence can be initiated and controlled from the helm control panel.

PRIME CONSOLE

Helmsman's workspace

The helm is one of the most vital parts of any starship; no vessel can do without it. Many of the navigational and piloting functions operate automatically, and are preprogrammed into the ship's computer, but the need for a permanent officer will always remain in cases of emergency and the requirement of manual override.

The flight control panel has evolved from push buttons and switches to touch-sensitive control along color-coded display tops. The console is regularly updated as new technology is discovered and developed.

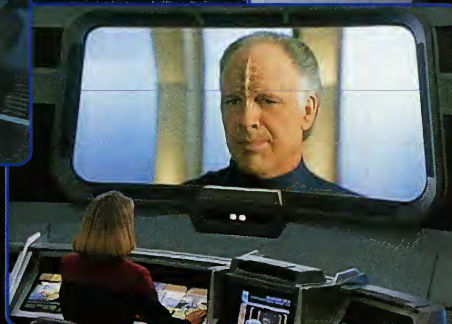
The primary function of this station is to pilot the ship through the star systems, and it is from here that the navigation course is plotted. Once the route and next course of action is finalized, the helmsman presses the engage button at the captain's command, and the ship is set into motion.

The console can hide pertinent information until it is required to avoid too much data across the viewscreen. The helmsman has warp drive and impulse systems at his fingertips under the indicator band should he need to make a sudden stop, or override the ship computers and set them to manual control.



▲ The helmsman can stand rather than sit in times of crisis, foregoing the comfort of his chair for the added convenience of a wider reach and peripheral view of the bridge area and its operating crew.

▼ The bridge viewscreen must be visible to all present at all times and the helm requires the best view.



▲ The helmsman must be able to reach all points of his console comfortably while seated; this is facilitated by an ergonomic anchored swivelling chair.



SHIP:

U.S.S. VOYAGER NCC-74656

LOCATION:

LT. COMMANDER TUVOK'S QUARTERS

LOCATION:

DECK 6

Vulcan luxury may ordinarily be an oxymoron, but in the case of Lt. Commander Tuvok's quarters aboard the *U.S.S. Voyager NCC-74656*, aesthetics and meditative design are paramount to the officer's comfort.

The accommodation offered to the senior officers of the *Intrepid*-class *U.S.S. Voyager NCC-74656* are not the most lavish quarters available within *Starfleet* due to the relatively small size of the vessel, although careful positioning of furniture and personal effects can maximize the living area allotted to the individual. Creating a comfortable and relaxing private environment is important to all crew members, but in the case of Lt. Commander Tuvok he has the additional requirement for quarters that can offer him the isolation required for his all-important Vulcan meditation and reflection, as well as an area in which to undertake his command duties. It may be surprising that the most logical of the *Voyager's* crew complement chooses to surround himself with a rich diversity of Vulcan artifacts and styles, but it would be true to say that the chief of security has one of the most personalized living areas on board the ship.

A matter of style

Situated on Deck 6, Tuvok's accommodation reflects a combination of Vulcan simplicity, ethnic decoration, and tasteful aesthetic functionality that not only enhances the living area, but also the bathroom and sleeping section. Tuvok's main living area is entered through a set of standard *Starfleet* double doors, and appears deceptively spacious due to the relatively large expanse of light brown-carpeted flooring with a dark gray border

running around its outer edge. The left side of the main living area is separated from the neighboring quarters by a curved light gray colored bulkhead broken up by a natural wood-colored vertical beam; the expanse of gray is broken up by Tuvok's Vulcan bow and quiver of arrows. The dark polished organic-looking material is used to great effect around the entire quarters, with decorative bulkhead supports following the exterior contour of the outer hull, and curved hand-rests fitted into the sides of the seating area to give the illusion of natural wood. Tuvok has the advantage of having his quarters positioned on the outer part of Deck 6, allowing him a view of space through two rectangular ports in the main living area, and one in the sleeping compartment.

Vulcan ornaments

Built into the curved inner wall of the living area separated by a sectional bulkhead is a low fabric-covered sofa to the left, and a rectangular shelf and storage unit to the right. A low glass-shelved table is situated in front of the sofa on which Tuvok places ornate Vulcan artifacts such as candleholders and other objects, including his *Kal-toh* game. Located on the opposite wall adjacent to the entrance is a single low-backed curved black chair with distinctive downward curving legs to the front, which can be pulled up around the glass table in order to face anyone seated on the opposite sofa. To the right of this general meeting area is a plain gray colored



▲ The splendid sense of space in Tuvok's quarters is enhanced by the two long windows and the expansive view of the Galaxy beyond.

second table, much higher than the first, on which can be found further personal items such as more highly ornate candleholders. Directly behind it on the wall in which the entrance is situated is a further table constructed from a polished metallic alloy directly below a hanging tapestry suspended from a gold-colored rod of woven gold and black materials. This is often used to display his favorite orchids to add a further natural touch to the interior.

As a senior command officer, work is never far away even when Tuvok is officially off-duty, and this is reflected by the large computer terminal built into one of the walls in this section, although most of the floor space can be cleared away and the entire room's lighting



▲ Situated on the outer edges of Deck 6, Tuvok's quarters are spacious, and decorated with aesthetic functionality and the Vulcan's taste for simplicity in mind.



▲ Tuvok has chosen soothing earth tones for his color scheme: light greys and beiges complemented by organic browns along the contours of the bulkhead.

▲ The highlight of the bedroom is the cover made of a luxurious gold and brown patterned fabric offset by the stars glittering through the back window.





▲ This black lounge chair is upholstered in a lush, gold fabric, with a side table within easy reach. It rests opposite the beige couch, and is easily moved.

▶ This table rests against the same wall as the double entry doors. It displays Tuvok's favored orchids against the backdrop of his gold and black tapestry.

reduced to a dim cast through the use of a number of variable uplighters built into the bulkheads, aiding the Vulcan in his meditation and reflection when alone, or when working with others in mind-control techniques. One corner of this section also houses a sculptured couch covered in a luxurious gold colored fabric, adding a richness of color that complements the other materials used within the quarters perfectly. Lt. Commander Tuvok also has access to his own personal replicator built into the inner bulkhead wall, allowing him to eat in isolation while working within his quarters.

Meditative surroundings

Tuvok's sleeping area is usually open to the main living area creating an impression of a greater space, although it can be separated through the use of a light gray colored sliding panel that can enclose the comfortable bedroom section upon retiring if necessary. Located at the head of the bed is a further viewing port, which in keeping with minimalist Vulcan style precludes the need for a headboard, with the low shelf directly beneath it used to support two large pillows made from the same metallic fabric covering the large bed. A set of candle sticks stand to either side of the bed head, with a number of other personal items arranged within the small area. Tuvok's



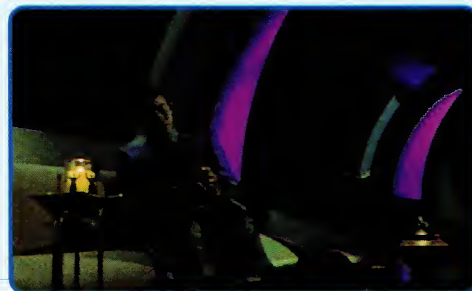
private bathing facility is in a separate room from the main living and sleeping area, along with storage units for clothing and other personal belongings.

Unwelcome guest

Tuvok's quarters usually act as his private sanctuary but on at least one occasion he finds himself playing involuntary host. When *Voyager* offers refuge to a Klingon community that they find in the **Delta Quadrant**, Tuvok finds that he must share his quarters with the **Talaxian, Neelix**, who has surrendered his own rooms to a large family. Tuvok is less than pleased with these arrangements, and stoically tolerates the intrusion until he finds himself locked out of his room. A security override opens the double doors and reveals his quarters in shambles – Neelix has been engaging a lusty Klingon woman in some inter-species sex, causing immense damage to the living area and its furniture. Tuvok curtly ejects his colleague, and sets about recreating the peaceful atmosphere he so cherishes.



▲ The Spartan effect of the decor in Tuvok's living room is conducive to private contemplation and shared meditation with others of the same inclinations.



▲ Tuvok's quarters exude an atmosphere of tranquillity. Soft mood lighting adds to the apartment's mellow ambience as Tuvok relaxes in solitude.



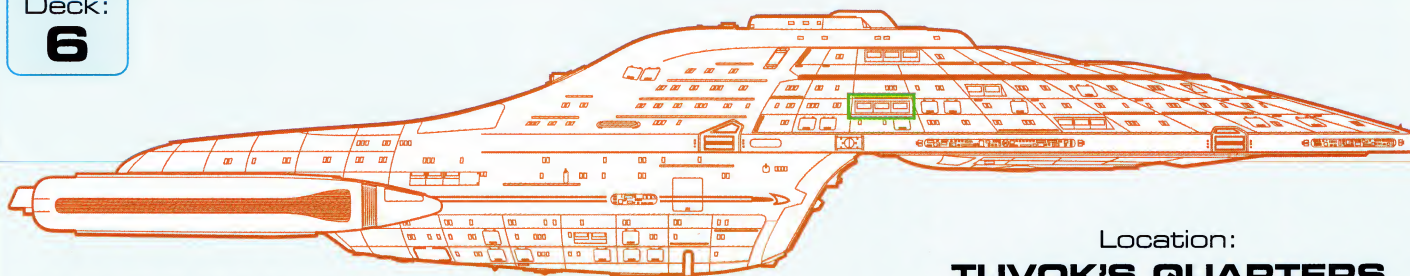
▲ The Lt. Commander prefers to maintain his privacy but on occasion he conducts personal business with other crew members in his quarters.



▲ Tuvok locks himself in his quarters and destroys almost everything after a mind-meld with Lon Suder leaves him unable to control his residual violent impulses.

Deck:

6



Location:

TUVOK'S QUARTERS



Tom Paris as Captain Proton

He's dashing! He's heroic! He's **Captain Proton**, right-hand man of the **President of Earth** and defender of all that is lawful and good! And he's really **Tom Paris** fulfilling some adolescent fantasies.

Lt. Tom Paris spends a great deal of his free time on the **U.S.S. Voyager NCC-74656's holodecks**.

One of his favorite pastimes is assuming the role of futuristic big-screen hero **Captain Proton** – spaceman first class, protector of Earth, and scourge of intergalactic evil.

Proton was the eponymous hero of a thrilling series of cinematic science fiction adventures from 1930's Earth, **'The Adventures of Captain Proton.'** He is the epitome of a good guy, and his orders come directly from the **President of Earth**. He is slick and brave, he plays by the rules, and he is always ready to give his opponents the chance to redeem themselves; otherwise he will not stop until they end up where they belong – in jail.

Proton wears a flying

jacket, complete with goggles, and he comes well-equipped for his derring-do: he carries a flashlight and a **ray gun**. He is quick to draw the latter and fire away at the scum of the cosmos. He wears a **rocket pack** on his back, allowing him to fly through the air, and occasionally through space. He does not, oddly, require any protective gear or breathing apparatus for these pursuits. The pack is controlled via a small panel strapped onto the front of his jacket.

Retro hero lingo

The good captain is a product of how 1930's western Earth society envisaged the future, even though his lingo – such terms as "the jig is up," and calling female adversaries "toots" – is contemporary. His **Rocket Ship** is a masterpiece of retro chic design. Features include

flashing valve consoles, an intergalactic telegram machine for receiving communications from the President, and a periscope to view surrounding space from the bridge.

The vessel is equipped with a **destructo beam** capable of destroying

targets from space, and what appears to be a self-destruct activator – a large button in the middle of a central panel. Paris somehow understands how all this dubious technology works, including the ability to fix a burnt-out resistor with some cross-wiring.

Proton's trusty side-kick is **Buster Kincaid**, a novice spaceman who idolizes the captain and lends him valuable assistance in between regular capture by Proton's various mortal enemies. They pilot the

rocket ship together, cross-checking the operational status of systems such as the space drive and 'destructo beam.' Buster is played by Paris's real-life best friend **Ensign Harry Kim**.

Any good hero needs nemeses worthy of his talents, and Proton's more potent adversaries include the **Twin Mistresses of**

Three's company **Captain Proton** relies on the assistance of **Buster Kincaid** and his secretary **Constance** to keep his mind on the mission.

PROFILE OF A MATINEE IDOL


NAME: Captain Proton

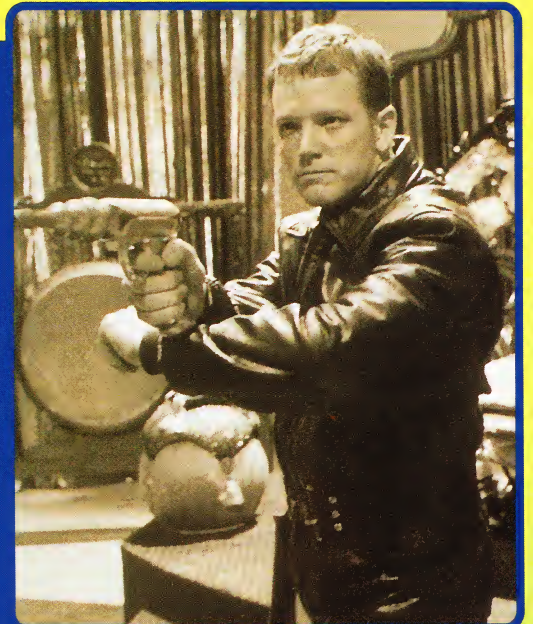
ALSO KNOWN AS: Lt. Tom Paris

LIFE FORM: Patriotic and red-hot blooded American male.

MISSION: Captain Proton's purpose in life is to vanquish the nefarious Dr. Chaotica and his pathetically evil minions.

FIRST SEEN: 'Night' [VOY]

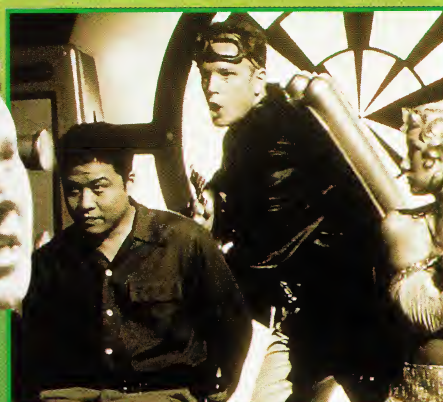
 **Captain Proton is a prime example of 20th-century futuristic science fiction machismo and gallantry.**



PORTRAIT OF A HERO

★ Dashing!

Captain Proton strikes a signature pose – goggles, leather flight jacket, rocket pack strapped on, and weapon unholstered. He is ready to fight evil wherever it rears its ugly head.



★ Fearless rescuer!

Captain Proton spends much of his precious time rescuing his sidekick Buster Kincaid from the ropy bonds of evil.

★ Robot roleplay

Satan's Robot figures largely in Proton's adventures as does the vivacious Constance Goodheart.



Tom Paris as Captain Proton

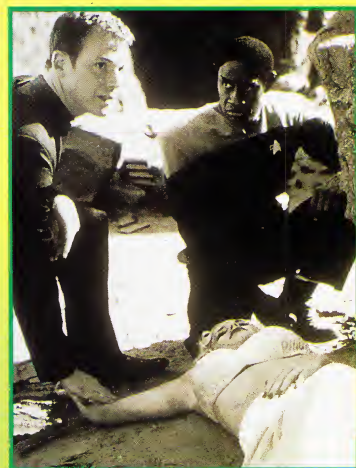
"You're done for . . . You two are going to jail for a very long time."

— Captain Proton does his sterling work



★ Trigger happy

The three control dials for Proton's rocket pack are located on a panel attached to a harness that fits across his chest.



★ Unscripted casualty

Constance Goodheart is unexpectedly found dead, and Paris suspects Proton must deal with an unscripted crisis.

Evil, Malicia and Demonica. They revel in the villainy of their evilness, which on one occasion involves hijacking Proton's *Rocket Ship* and capturing Buster for their own sordid ends.

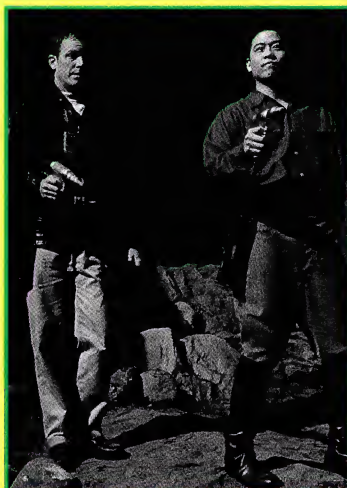
Evildoers

The captain's arch-enemy is the infamous **Dr. Chaotica**, an insane scientist bent on domination of the cosmos. Several of his attempts are thwarted by Proton, including the development of a mind-control machine. He captures Proton's *Rocket Ship* in the final chapter of 'Satan's Robot Conquers the World,' but our hero naturally retakes it in a feat of daring.

Proton, like all good heroes (and villains), has many lives – much to Chaotica's chagrin. He escapes certain death after falling into the mouth of a fiery volcano on one occasion, and explains his miraculous survival with a simple throwaway comment that it takes more than a little lava to stop him.

Tom Paris throws himself into the Proton role with gusto. He has a definitive understanding of the adventure serial form and its overstated action, cliffhangers, and impossible escapes. He says this is a sociological study, but in truth it reflects his love of all things 20th century, particularly pop culture.

It is unknown how much



★ Armed and righteous

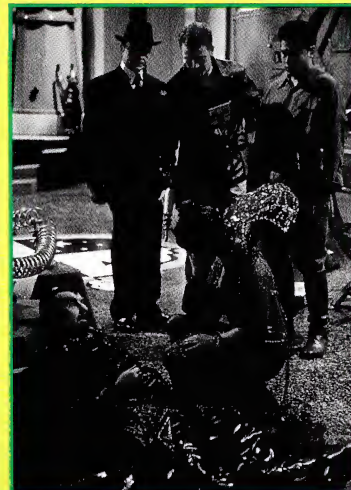
Proton and Kincaid always carry their ray guns for defense and offense. Proton's weapon is more ornate and noticeably longer.

influence Tom Paris has on the writing of the episodes in which he stars, although the stories occasionally reflect his true life experiences. Proton wrestles his *Rocket Ship* back from Chaotica to prevent it being used as the spearhead for an attack; similarly, Paris led a **Talaxian** force to capture the **U.S.S. Voyager NCC-74656** back from the **Kazon** in 2373 when they were planning to use the starship for conquest. Reality and Captain Proton become further confused during Episode 18 of Proton's adventures, 'Bride of Chaotica!' Proton's *Rocket Ship* is struck by Chaotica's **death ray**, forcing him to make a bumpy



★ Teamwork

Captain Proton pilots his *Rocket Ship* with the indispensable assistance of his partner, **Buster Kincaid**.



★ The end of evil?

The **President of Earth**, **Captain Proton**, **Buster Kincaid**, and **Queen Arachnia** watch as **Dr. Chaotica** takes his last breath.

emergency landing on **Planet X**. He plans to steal uniforms from Chaotica's guards, make his way through underground caverns into the **Fortress of Doom**, and disable the death ray before Chaotica can destroy Earth.

Too true

Paris is forced to play the role for real, however, to end a war between the holographic Chaotica and a race of unwitting **photonic life forms**. He and Kim manage to destroy the death ray after **Captain Kathryn Janeway** – in the guise of the notorious **Arachnia**, **Queen of the Spider People** – disables the **lightning shield** protecting Chaotica's fortress. This robs the fictional scientist of his firepower, and stops the photonic bloodshed.

This grim experience proves too much for Tom Paris. He wants simple escapism, but playing the hero versus killer robots, mad scientists, and death rays suddenly does not seem so appealing. He seemingly decides to delete the program, leaving behind the joys of fighting alien invaders, and entering on heroic musical cues.

DAMSEL IN DISTRESS

Constant Goodheart

Constance is Proton's pretty, blonde secretary. She tags along on his missions, and exists to be captured and tied up by **Dr. Chaotica** and a host of other diabolical villains. She usually wears a flowing dress; at other times, she dons a two-piece outfit that reveals a shocking amount of flesh for the 1930's. This may be Tom Paris's influence.

Constance's biggest asset is her ability to let loose with a piercing scream at the first sight of danger. Her lungs receive a good workout when Chaotica kidnaps her in the 'Bride of Chaotica!' episode as a sacrifice to **Queen Arachnia**. Naturally she can do little but scream, especially when Satan's Robot approaches to do Chaotica's bidding. She is inordinately frightened of the mechanical fiend.

Seven of Nine is persuaded to take on the role of Constance at one point at the beginning of 2375. She does not enter the spirit of the part, however, and faces down Satan's Robot with typical Borg resolve. She reaches inside and deactivates it by ripping out some wiring – something Constance would never have pulled herself together long enough to do.

Poor Constance meets her end in a battle between Chaotica and real-life photonic aliens that materialize on **Planet X**. It is a sober intrusion of 24th-century reality into a world where the good guys are not supposed to die.



▲ Blonde bombshell

The monochromatic Constance wears platinum blonde locks and a tight-fitting leisure suit.

▲ Screen test

Constance Goodheart is seen screaming for her life on Captain Proton's on-board imagizer.





Harry Kim as Buster Kincaid

Ensign Harry Kim is Lt. Tom Paris's chief partner-in-crime. It is fitting, then, that he should be called upon to play Buster Kincaid, loyal and pragmatic sidekick to Paris's futuristic holodeck hero, Captain Proton.

It is no secret that **Ensign Harry Kim** was thrilled to receive his first posting out of **Starfleet Academy** as operations officer aboard the **U.S.S. Voyager NCC-74656**.

He approaches the twin challenges of exploring the uncharted **Delta Quadrant** and finding a way home to Earth with a youthful exuberance, and great confidence in **Starfleet's** peaceful, philanthropic principles.

Kim brings these same qualities to his role as **Buster Kincaid**, the tirelessly loyal sidekick to **Captain Proton**. The crime-fighting pair feature in the 1930's Earth cinema serials known as '**The Adventures of Captain Proton**' – a **holodeck** role-playing scenario enjoyed by Paris. Kincaid is charged with helping Proton protect Earth and the cosmos from weekly invasion attempts and nefarious plots hatched by incredible villains.

The pair form a well-oiled team, much as Kim and Paris do in real life. Kincaid's main task is to tag along on the adventures and deliver occasional pithy remarks to the villains, such as "Give up now," or "You'll never get away with this." He asks endless questions – giving Proton ample opportunity to explain the plot – and adds a voice of doom regarding their chances of survival during tense cliffhanger moments.

Super sidekick

Kincaid is essential to the piloting of Proton's **Rocket Ship**. He is virtually a one-man crew, in fact, controlling the vessel's systems while Proton gives the orders. He feeds information on the status of the ship and its engines to the captain, takes responsibility for targeting weapons, and answers incoming radio messages.

The heroic Kincaid is also forced into the role of

PROFILE OF BUSTER KINCAID

NAME: Buster Kincaid

ALSO KNOWN AS: Harry Kim

REMARKS: Kincaid is an ace reporter, and worthy second fiddle to the heroic Captain Proton.

MISSION: Tirelessly navigates the cosmos and suffers constant imprisonment in the fight against evil.

FIRST SEEN: 'Night' [VOY]

The dapper Buster Kincaid always looks the part of a pithy in-the-know sidekick. His confidence in the righteousness of his mission is unwavering.



perpetual captive, along with Captain Proton's other assistant, secretary **Constance Goodheart**. He is captured in one adventure by the dreaded **Dr. Chaotica**, who plans to use Proton's **Rocket Ship** as the spearhead for his own forces in an invasion of Earth. Kincaid maintains a cool disposition nevertheless, telling the dastardly scientist that his evil plan will fail. He reveals that the self-destruct button was activated before Chaotica came onboard – an irrefutable spoke in his evil plans.

Kincaid is imprisoned on another occasion by two of

Proton's more alluring adversaries: **Malicia** and **Demonica**, the **Twin Mistresses of Evil**. Kincaid may not find this an appealing prospect, but Kim certainly enjoys the attentions of the evil duo, ably played by the attractive real-life sisters **Megan** and **Jenny Delaney**. He appears highly stimulated at

being tied up by them as they purr that he will be their slave – he does not particularly want to be rescued.

Stimulating torture

Kim enjoys the Kincaid role, though he does not necessarily understand all elements of the stories. His interest is kept up by Paris's

INDISPENSABLE ALLY



★ **Blind bravery**
Buster gazes into the eyes of evil but does not succumb to despair while ensnared in the virulent clutches of Dr. Chaotica. He is too brave and has faith that Proton will come to his rescue.



★ **Team effort**
Buster works as a finely tuned team with Captain Proton, his fearless leader, and Constance Goodheart, his frequent co-captive.

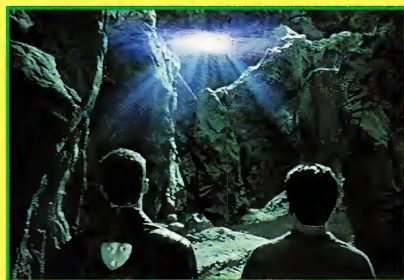
★ **Twin piques**
Buster is all tied up by the Twin Mistresses of Evil; his enslavement promises to test his endurance to the limits of any mortal man.

Harry Kim as Buster Kincaid



★ Formidable trio

Buster Kincaid, Captain Proton, and Constance Goodheart present a heroic front against the forces of evil.



★ Mysterious lights

Kim falls out of role briefly when he and Paris spot subspace distortions that are not consistent with the Captain Proton storyline.

promise of hordes of scantily-clad or strong women, such as the slaves in Dr. Chaotica's harem, or future appearances by Malicia and Demonica.

Kim adds a post-modern dialogue to their adventures – noting, for instance, that the surface of **Planet X** bears a striking resemblance to the mines of Mercury. This is because it would

"Don't worry about me, captain. I can handle myself." — Kincaid puts up a brave front for Captain Proton when captured by the Twin Mistresses of Evil

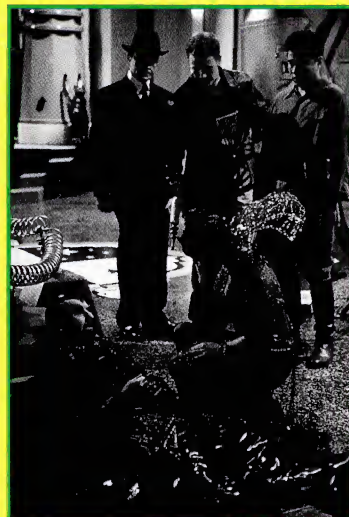


★ Draw your weapon

Kincaid carries his ray gun at all times in a custom tailored holster attached to his belt, resting against the top of his right thigh.

have been the same set redressed and reused – a common feature of shoddy episodic science fiction. He is also a little nonplussed by the fact that the recaps are never the same as what actually happened in the previous week's chapter. Paris explains this as the lost art of hyperbole, bringing moviegoers back to the cinema to watch more exploits.

Kincaid appears in Captain Proton adventures such as **'Captain Proton and the Cosmic Creature,' 'Satan's Robot Conquers the World,'** and **'Bride**



of Chaotica!' The latter sees Proton and Kincaid travel to Planet X, site of Chaotica's **Fortress of Doom**, to rescue Constance Goodheart and lay to rest the doctor's latest evil plan to destroy Earth. Kincaid assists with an emergency landing when their *Rocket Ship* is damaged by Chaotica's awful **death ray**, which knocks out the engines and steering jets, and jams the landing gear.

Another dimension

The episode takes a bizarre twist, however, when a race of **photonic aliens** invade the Captain



★ A new environment

Buster is quick to notice the differing technology in the infamous **Fortress of Doom** on Planet X.

★ Evil vanquished

Buster stands alongside Proton, the President of Earth, and Arachnia, the Queen of the Spider People as Dr. Chaotica perishes.

Proton program. They register the simulated environment as real, and wage war on the bellicose Dr. Chaotica, forcing Kim to take his role as Kincaid deadly seriously in an effort to avert disaster. The heroes manage to destroy the death ray using their ship's **destructo beam** – with a little help from **Queen Arachnia**, otherwise known as **Captain Kathryn Janeway**.

Kincaid storms the Fortress of Doom with Proton, and he witnesses the crucial moment that Dr. Chaotica apparently breathes his last breath. A good villain is very difficult to keep down, however – and even in the face of Tom Paris's assertion that he has had enough of the Captain Proton program, it is very possible that Buster Kincaid will return to fight another day.

SUB-CLASS SIDEKICK OF EVIL

Lonzak

Just as Captain Proton has Buster Kincaid, Dr. Chaotica's faithful deputy is Lonzak, the leader of the twisted scientist's forces on Planet X. The portly and rather effete captain's status is indicated by his more elaborate armor, and the fact that he wears long pants rather than the tight shorts of Chaotica's guards. His helmet is also taller and bejeweled, and he wears a communication bracelet on his wrist.

Lonzak bears Captain Proton a terrible grudge from a previous installment, when he was responsible for the deputy taking a fall into a den of crocodiles. He clung to the thought that one day he would have his revenge. He is not particularly good at exacting revenge, however, preferring a protracted sounding off to actually keeping an eye on his enemy. This gives Proton the chance to draw his ray gun, fire, and escape.

The nature of Lonzak's relationship with Chaotica is not specified, but he seems completely in awe of the doctor and his capacity for evil. His loyalty is without question, despite the number of times he is subject to Chaotica's wrath for allowing Proton to escape. He has no doubt sampled

the infamous **Dungeon of Pain** on occasion.

Lonzak appears rather irked by the fact that Arachnia, Queen of the Spider People, takes his place in Chaotica's affections. He is glad of the opportunity to open fire when her treachery is revealed, though the ray gun beam has no effect on her. He later falls prey to Arachnia's irresistible pheromone potion, however, and declares his love for her before releasing her from captivity.

What he wants at that very moment is to be entangled in her web and drink in her maddening beauty, but all he receives is a knock over the head for his trouble.



▲ Majestic overtones

Lonzak is the devoted servant of Dr. Chaotica, but nevertheless indulges in frippery that suggests a higher station in life.

◀ Welcome to doom

Lonzak leads the menacing guards on Planet X; his uniform is more elaborate than his underlings.

FILE 48 KLINGON PERSONNEL

Klaa and Vixis

For Klaa and Vixis, brash young officers in the Klingon Defense Force, ambition overreaches ability, and their promising careers suffer an abrupt and ignominious decline.

OTHER CARDS IN THIS FILE...

8 KOLOTH

9 KOR

SEE OTHER FILES...

THE KLINGON EMPIRE..... File 11

STAR TREK V:
THE FINAL FRONTIER..... File 76

Little is known of the early careers of **Klaa** and **Vixis** before they come to prominence during the **Nimbus III** rescue mission of 2287. Their respective positions as commander and first officer of a **Klingon Bird-of-Prey** at such a comparatively young age indicate either a distinguished service record, or, possibly, the exertion of influential friends on their behalf. Given the nature of the **Klingon Defense Force**, which does not encourage warriors to live to a ripe old age, and sees prudence as a form of cowardice, it is most likely that the pair distinguished themselves in battle, and were awarded with a warship as a result.

Klaa is a vigorous **Klingon** male at the height of his youth and strength, appearing to be no older than his mid-twenties. He is tall and imposing, and holds his crew together by sheer personal charisma and force of authority rather than any real degree of respect; they obey his orders out of fear of the consequences, not from any loyalty toward him. What matters to him, however, is that they do obey.

Klaa's hair is unbound and wild, his arms bare to allow freedom of

movement. His uniform is modified to display his formidable physique, and, even amongst a culture as belligerent as the Klingons, he seems to be a caged tiger, barely holding his anger in check, and seeking any excuse to vent his resentment upon his enemies, or, failing that, his subordinates. He is unquestionably courageous, but is also a frustrated show-off and status seeker. Not content with routine patrols, he wastes his formidable marksmanship skills by peevishly blasting space debris into oblivion.

Warrior beauty

Klaa's first officer, Vixis, is a notable contrast to her captain. Seemingly a few years older than Klaa, she possesses a degree of insight and foresight, and is the only one on the ship who can question Klaa's orders. More adept in the arts of guile and deception than most of her contemporaries, Vixis is an expert at jamming and diverting communications signals, and, interestingly, can speak unaccented English flawlessly, deceiving **Federation** listeners into believing that they are communicating with a **Starbase**, when in fact they are revealing sensitive information to a Klingon vessel.

Vixis's hair is tightly

PROFILE ON KLAa

NAME: Klaa

LIFE FORM: Klingon male

OCCUPATION: Commander of a *Bird-of-Prey* in 2287. Subsequently demoted to serve as a translator in 2293.

REMARKS: Klaa's service record is marred by his dishonorable action in subverting the Nimbus III rescue mission into an attempt to distinguish himself by challenging the legendary Captain James T. Kirk

FIRST SEEN: *Star Trek V: The Final Frontier*

▲ Klaa is the stereotypical Klingon warrior; muscular, fearsome, and possessing a bloodlust for honor.

PROFILE ON VIXIS

NAME: Vixis

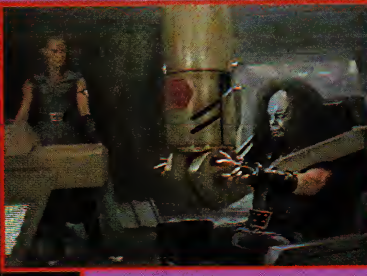
LIFE FORM: Klingon female

OCCUPATION: Second In Command of the *Bird-of-Prey* dispatched to Nimbus III in 2287.REMARKS: Vixis is possessed of a cooler head and more foresight than her captain, but nevertheless allows her loyalty to Klaa to involve her in his mission to destroy the *U.S.S. Enterprise NCC-1701-A* in 2287.FIRST SEEN: *Star Trek V: The Final Frontier*

▲ Vixis is a striking warrior woman. Her powerful physique makes her more than a match for her male counterparts.

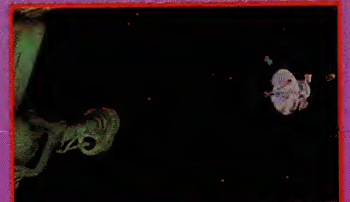
A LUST FOR BATTLE

★ **Fierce**
Klaa's impressive muscular physique and scowling face are indications of his proud Klingon heritage.

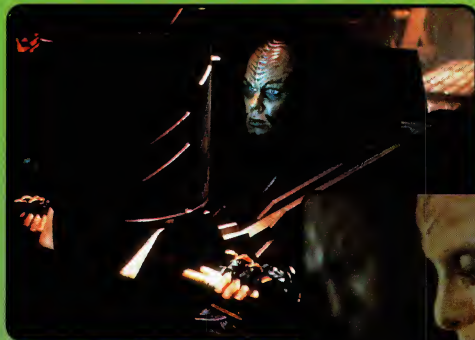


★ **Space garbage**
Klaa is reduced to destroying the ancient *PIONEER 10* probe in the absence of worthier targets.

★ **Manual control**
Klaa enjoys taking personal responsibility for firing weapons.



Klaa and Vixis



★ Setting sights

Klaa's sole focus is the target in his manual weapons scope. Little else has relevance at this moment in time.

bound at the back of her head; her uniform, though cut to reveal a physique every bit as formidable as her commander's, is austere and orderly. While Klaa resembles a caged animal, Vixis's entire aspect is of power tightly focused and channelled, of discipline and control.

The ties that bind

Vixis's loyalty to Klaa is unshakeable, regardless of his questionable decisions, and if he overrules her advice she unhesitatingly obeys his commands, even if the consequences are potentially disastrous. The strength and intimacy of the bond between Klaa and Vixis has led to speculation about the nature of their relationship. These questions notwithstanding, there is no evidence to suggest any bond other than the strictly professional one between the pair.

The opportunistic Klaa is delighted when, in 2287, he hears of a hostage situation involving the three ambassadors – the Federation's **St. John Talbot**, the **Romulan Caithlin Dar**, and the **Klingon Empire's General Korrd** – on **Nimbus III**, the ironically-named **Planet of Galactic Peace**. Without the authorization of the Klingon government, Klaa orders his ship to **Nimbus III**. Ostensibly he plans to rescue the hostages, but in reality he hopes to provoke a confrontation with any



★ Scanning

Vixis competently works her console controls. Her skills even allow her to fool Captain Kirk into believing that she is a Starfleet representative.

Federation vessels in the area. When he discovers that the Federation ship assigned to attempt a rescue mission is the **U.S.S. Enterprise NCC-1701-A**, all pretence of rescuing the hostages vanishes; Klaa's desire to acquire glory by vanquishing **Captain James T. Kirk** becomes paramount.

Nimbus III, a brave social experiment commenced by the three Galactic superpowers some 20 years earlier, had been an attempt to determine if the races could work together in harmony. By 2287, the failed colony has deteriorated into a lawless outpost, written off by its sponsoring governments. Nevertheless it remains the one place in the Galaxy where Federation, Romulan, and Klingon consuls can be found operating side by side.

Such hostages are the bait the **Vulcan** zealot **Sybok** needs to acquire

a starship, and to this end he imprisons the three ambassadors, brainwashing them into betraying the Federation rescue mission, and enlisting their assistance in seizing the *Enterprise*.

Into the unknown

Frustrated, by the *Enterprise's* early arrival thwarting his hopes of confronting Kirk, Klaa orders his ship to follow the **Starfleet** vessel through the **Great Barrier** at the center of the Galaxy, an energy field that has never been breached before.

Sybok's delusion is that behind the barrier he will find the legendary Vulcan paradise, **Sha Ka Ree**, but the planet's only denizen is a malevolent energy-being who seeks to escape from his imprisonment behind the barrier and ravage the Galaxy once more.

Klaa unwisely decides to mount an attack upon the *Enterprise*, seizing what

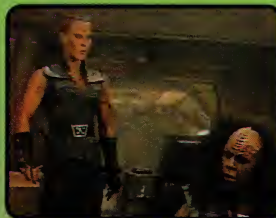
"If I could defeat Kirk . . ."
". . . You would be the greatest warrior in the Galaxy."

— Klaa

★ Warrior

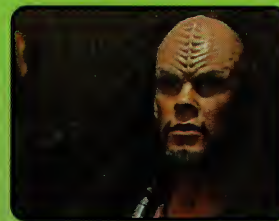
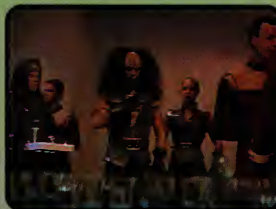
Klaa's face betrays little aside from the fact that he is determined to succeed.

— Vixis



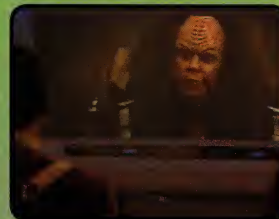
★ Fearsome

Klaa's young face still presents a terrifying visage to other species.



★ Ready to assist

Vixis stands close to Klaa, ready to assist her commander in an instant.



★ Peace at last

Klaa salutes the brave Starfleet crew who have bettered him in battle.

A chastened Klaa and Vixis are further humiliated by being ordered to attend a diplomatic reception shortly thereafter, compelled to socialize with their hated enemies.

By 2293, Klaa is occupying the low-status job of translator at the trial of **Captain Kirk** and **Dr. Leonard H. McCoy** for the assassination of **Chancellor Gorkon**. Relieved of his command, he is doing penance for his feckless actions by following a career that, in Klingon eyes, is menial and redundant.

Vixis's status after the events of 2287 remains unknown, but it is to be hoped that, having separated herself from Klaa's unruly influence, she goes on to fulfill her considerable potential.

UNAUTHORIZED ATTACK

Ready for battle

The crew of the **U.S.S. Enterprise NCC-1701-A** are well aware that their mission to retrieve hostages from **Nimbus III** will pique the interest of the Klingons. Klaa makes his first move against the starship almost immediately after arriving at the planet, curiously leaving his vessel open to sensor sweeps; he only engages his cloaking device after moving within attack range.

Klaa's major tactical error comes when he ignores the shuttlecraft that actually carries **Captain Kirk**. An effort to realign his target allows the shuttle to dock with the *Enterprise*, which flees before a photon torpedo can strike it.

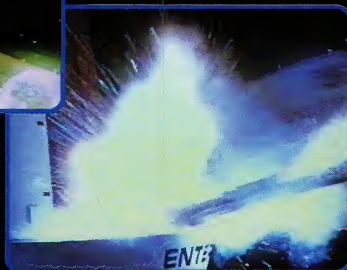


▶ Escape

*Captain James T. Kirk orders a risky manual landing of the **GALILEO** in order to escape unharmed from Klaa's unwarranted attack.*

◀ In the line of fire

*Klaa launches a photon torpedo toward the **U.S.S. ENTERPRISE NCC-1701-A** in an attempt to destroy **Captain Kirk**.*



The Albino

Most men would have more sense than to murder the first-born sons of three esteemed Klingon warriors in a fit of vengeful pique. The plunderer known as the Albino has no inclination toward rhyme or reason — he prefers retribution.

The far-flung colonies of all the great Galactic powers are game for thieves and raiders, but it still takes a brave soul to mount an attack on the **Klingons**. One particularly audacious gang continually raided the **Klingon Empire's** colonies toward the end of the 23rd century. Its ruthless leader was known simply as the **Albino**.

The Albino is a man who does not know when enough is enough. His raids on the colonies presented an intolerable situation for the Klingons, who sent

three warships to put an end to his group's activities. The mission was successful, and most of the rogues were captured; the Albino, however, escaped justice. His last message to the Klingon captains, **Kor**, **Kang**, and **Koloth**, was a vow to take revenge on the first-born child of each.

Vengeance

He made good on his promise by infecting the first-born son of each captain with a genetic virus that killed them. The three inconsolable fathers took a blood oath with their old friend, and the godfather of Kang's son, **Curzon Dax**, to avenge the deaths. They would find their enemy, kill him, and eat a feast from his heart.

Vengeance is one of the Albino's priorities, particularly when it comes to Klingon "filth." He doubtless enjoyed his retribution, but the

White light

The Albino is besieged in his sanctuary on the fourth planet of the Secarus System, in 2370.

RAIDER IN EXILE

PROFILE OF THE ALBINO

NAME: The Albino

LIFE FORM: Male of unknown origin

OCCUPATION: Raider and assassin

REMARKS: Takes revenge on the Klingons Kor, Hang, and Koloth who shut down his exploitative raiding operations against Klingon colonies, by murdering their first-born sons. Ever since he has been in hiding, protected by private guards, fearing for his life from those seeking retribution against him for his heinous crimes.

FIRST SEEN: 'Blood Oath'



The sinister and enigmatic Albino harbors no ethics or honor. This alien raider exploits any opportunity to fill his coffers, and now lives in exile, unable to enjoy the fruits of his deviant labors.

★ Breach

The Albino discovers that his security has been breached by the unrelenting Klingon arbiters of punishment. Now is the time to engage the reinforcements — hidden sentries and a gravitic mine.



★ Beaten?

The Albino knows that his guards are no match for the fierce Klingons.



★ Golden age

The Albino wears a padded girdle-like gold vest akin to his soldiers, but richer in color and detail, over a black uniform.



The Albino



★ Bloodlust

The Albino matches Kang blow-for-blow, and, in a lucky strike, breaks the Klingon's bat'leth in two.



★ No taste for death

Jadzia Dax fulfills Curzon's earlier promise to seek revenge against the Albino, but hesitates in killing him at the last moment.



★ Arrogance interrupted

The Albino is poetically stabbed in the back by the vengeful Kang mid-diatribe. As he wished, he dies in cold blood.



★ Poor service

The Albino vents his anger on his most senior aide when he realizes that the mercenaries are failing.

a hard, grizzled man. He has long white hair and a scraggly matching beard. His features include pronounced cheekbones, a crinkled forehead, and a wide speckled nose that vaguely resembles a **Ferengi's**. He is still strong and agile despite his advanced age, and he wears a black uniform with a padded gold vest, in concert with the workers in his compound's control center.

The Albino is not an appealing character. He has had numerous wives, each of whom he discarded once he tired of them. He places little importance on women; he even patronizes one female foe by telling her she is far too young and lovely to wield a deadly weapon.

It is, appropriately, one of the Albino's wives who gives away his location. She meets Kang in 2363, but refuses to part with the information, as she still fears her ex-husband. Seven years later a messenger delivers the amulet she wore around her neck to the Klingon – inside is the Albino's location.

The Albino loses none of his guile with the passing years. He is informed when Kang visits the **Secarus System** to confirm his sworn enemy's location, and he immediately takes the initiative. He contacts the Klingon and claims that he is tired of the lifelong pursuit to which he has

"I will cut his heart out and eat it, while he watches me with his dying breath."

— Hang's desired fate for the Albino

been subjected. He suggests one last, honorable battle, with 40 of his strongest and most skilled men pitted against the three Klingons and **Starfleet's Lt. Commander Jadzia Dax**.

It is, of course, a trick. The Albino has no ethics and no honor. He has deliberately made his defenses look weaker than they are, such as lying that sentries are only posted at intervals of 75 meters. He also plants a **gravitic mine** at the main threshold of his compound, with plans to detonate it as soon as Kang, Kor, Koloth, and Dax enter. He remains present on **Secarus IV** because of his own vanity and overconfidence.

Ethical void

The battle comes soon enough. The Albino discovers that not all the cards are stacked in his favor. Dax modulates the **Klingon Bird-of-Prey's** disruptor banks to bombard the compound with **tetrion particles**, neutralizing directed energy weapons. The compound's sensor network is also shut down with a precision strike against the power generator.

The Albino displays a strong grasp of tactics from his many years in battle. He orders all troops to be sent to secure the power station, despite an attack on the armory. He knows the latter will be diversionary – the generator is the weak link. He also understands technical matters; he reasons that the weapons are not working because of interference from a cloaked ship in orbit.

The Albino takes refuge in a secure command post within the house at the moment of attack. He panics when the intruders break through the inner defense

line, and yells at his deputy to get out and marshal the guards, who are no match for the Klingons. He covers behind his troops when the fight comes to the house, and fearfully watches them being cut to pieces.

Laughing in the face of death

The mercenary leader shows some of his old steel when the situation demands it. He takes a **bat'leth** and successfully matches Kang in one-on-one battle. An unlucky strike breaks the Klingon's weapon, and the Albino takes the

opportunity to seriously wound him. His hubris proves his undoing once again, however – his gloating over his fallen foe gives Dax the chance to put a blade to his throat.

He deduces that Jadzia does not have the Klingon appetite for death, and he goads her to run him through the belly and kill him in cold blood. He laughs in the face of her hesitation, allowing the injured Kang time to stab him in the back and kill him.

The battle costs Koloth his life, but a great weight of vengeance is lifted from the surviving Klingon warriors. Songs are sure to be sung about the epic confrontation for years to come, and the children of all Klingons will learn of the death of the hated Albino.

NEAR-DEATH EXPERIENCES

No place to hide

The Albino has had a number of close shaves with the Klingons over the years. His sanctuary on the planet Galdonterre was located by Kang and company, but the Albino heard the news and fled before he could be cornered. He took refuge on the fourth planet of the Secarus system in 2345, in a secure, grandiose compound constructed out of rid-dinite. He sat safe within its walls, supplied by traders and surrounded by mercenary guards, for a quarter of a century.

Kang eventually finds him once again, and summons Kor and Koloth to Deep Space Nine to begin their long-awaited mission of revenge. Jadzia Dax, serving on the Federation station, agrees to maintain her previous host Curzon's commitment to the blood oath, and the quartet leave to face the Albino.

▼ Behind bars

The exile spends over 25 years living in gilded cages of his own making.



▲ Haven

The Albino enjoys a sense of normalcy in the compound where he passes his exile.

Ferengi Phasers

The **Ferengi** are a sly and devious race, a fact that is reflected in the design of the **phasers** that they employ during the latter half of the 24th century. These weapons are small, powerful, and easy to conceal.

The purchase of warp technology by the **Ferengi Alliance** leads to their influence within the **Alpha Quadrant** increasing dramatically in the middle part of the 24th century, culminating in them posing a substantial military threat to the **United Federation of Planets**. Reliable intelligence on the **Ferengi** level of engineering and weapons design is often unreliable, as they will buy or steal a technological advantage from other races, with first-hand experience by **Starfleet** crews often providing the only real data on the offensive and defensive capabilities of Ferengi vessels and troops. The timescale of change in their starship capabilities is relatively long, whereas the change in Ferengi hand weapons is far more dramatic, as the replacement for the universally used **Ferengi energy whip** to a standardized **phaser** design occurs somewhere between 2364 and 2370.

The Ferengi whip is a handheld weapon that fires a high energy plasma discharge at its target, and while its effectiveness is undeniable it is limited both by the skills of its user and the

short range of the device. The decision to replace this device with a more traditional, highly portable, and easy to use directed energy weapon elevates the offensive and defensive capabilities of individual Ferengi to the same level as other Alpha Quadrant races, including the **Klingons**, **Romulans**, and **Starfleet** personnel. The Ferengi issue their phasers to all ranks, not restricting its use to any personnel, with the units carried routinely aboard ships



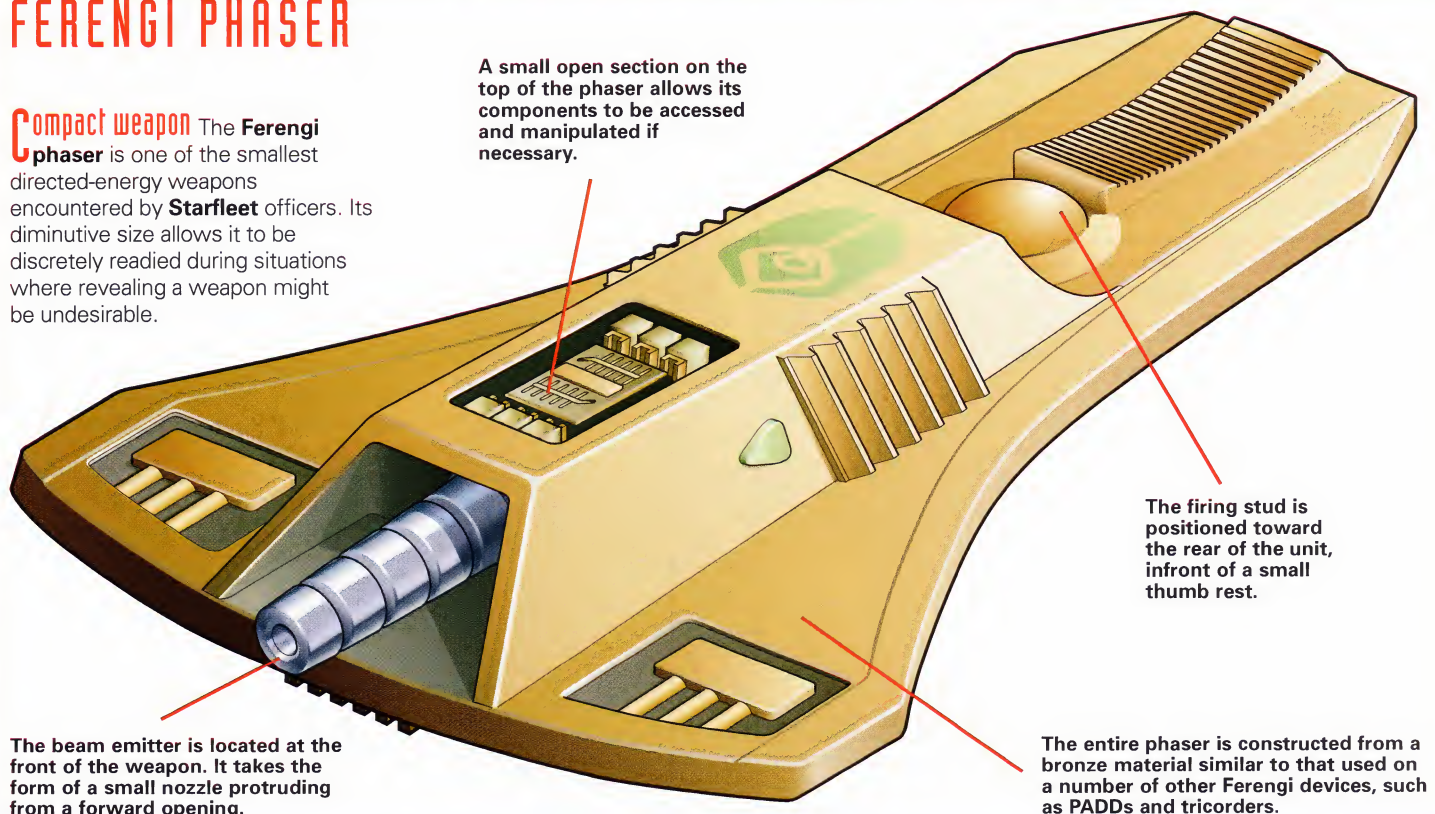
▲ The Ferengi phaser is an inconspicuous weapon when it is concealed within its user's hand. It should not be underestimated, however.

◀ All personnel aboard ships of the Ferengi Alliance bear arms. This allows them to be prepared for any eventuality that may arise and threaten their security.

FERENGI PHASER

Compact weapon The **Ferengi phaser** is one of the smallest directed-energy weapons encountered by **Starfleet** officers. Its diminutive size allows it to be discretely readied during situations where revealing a weapon might be undesirable.

A small open section on the top of the phaser allows its components to be accessed and manipulated if necessary.



The beam emitter is located at the front of the weapon. It takes the form of a small nozzle protruding from a forward opening.

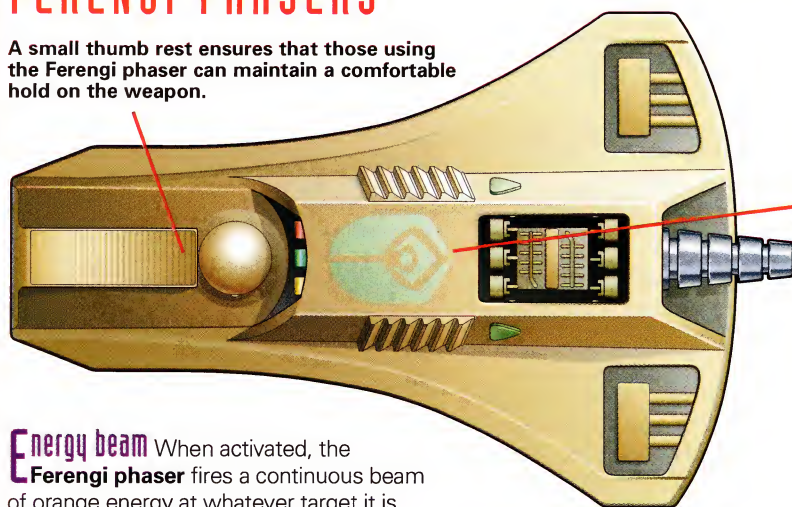
The firing stud is positioned toward the rear of the unit, in front of a small thumb rest.

The entire phaser is constructed from a bronze material similar to that used on a number of other Ferengi devices, such as PADDs and tricorders.

Ferengi Phasers

FERENGI PHASERS

A small thumb rest ensures that those using the Ferengi phaser can maintain a comfortable hold on the weapon.

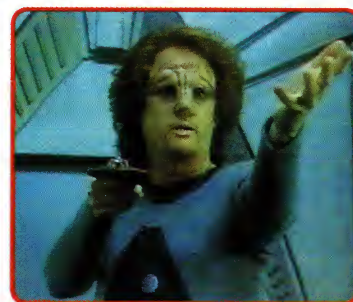


Energy beam When activated, the Ferengi phaser fires a continuous beam of orange energy at whatever target it is aimed toward.



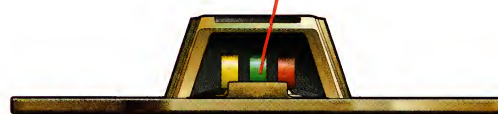
Only the raised section that contains the beam emitter adds any bulk to the phaser design.

The Ferengi phaser is simple to operate, allowing members of other species to make use of it without specific instruction.



The emblem of the Ferengi Alliance is prominently displayed on the upper surface of the phaser.

A series of controls are located just in front of the firing stud. These may be used to alter the effectiveness of the energy beam.



The wide sides of the phaser allow it to be held more comfortably in the palm of the hand.

during a duty shift – this may seem a surprising decision when one takes into consideration the often ruthless nature of the Ferengi toward each other.

Compact design

The Ferengi phaser is designed in such a way that it can be used in either hand. It is much smaller than its Starfleet, Klingon, or Romulan counterparts, and also differs considerably in its configuration. The unit is similar in design to the small palm sized phaser unit used by Starfleet in the 23rd century, allowing the Ferengi phaser to be easily concealed due to its relatively flat design. The weapon does not include a grip like other **disruptor** or phaser designs, allowing it to be stored in a small flat holster to the side of the body; this allows it to be easily accessible to

draw, aim, and fire. The holster is worn outside the Ferengi duty uniform, and can be positioned on the left or right hip according to the preference of the user. Some Ferengi use their free hand to hold down the holster while they draw their weapon to prevent the phaser from getting stuck.

The Ferengi phaser is constructed from a copper colored material that is both lightweight and resilient, forming a tough outer casing that protects the interior mechanism of the weapon. The device measures approximately 15 centimeters long, and 10 centimeters in width at its widest forward point. The power of the phaser is unknown, although its relatively small size suggests that its range is somewhat limited. The unit consists of a flat lower base with a narrow rear section around which the

hand is placed, forming a rudimentary grip during use. This flat design means that the wrist of the user has to be angled forward during employment. The upper rear surface of the weapon includes a sculpted indented strip forming a thumb rest for the user, with the firing button situated directly forward of this section and requiring downward pressure to activate the phaser. Three colored bars of unknown function are set into a raised section in front of the trigger button, facing toward the user, and allowing direct line of site aim down the raised central section toward the target.

Surface detail

The central section of the phaser has a set of narrow ridges set into its sides, aiding the grip around the weapon during use. The right side also features a small raised forward facing arrow that may be used to inform the operator that the weapon is facing the right way in low light conditions. Clearly visible on the rectangular upper surface of the device is the symbol of the Ferengi Alliance in green, directly behind a similarly sized open section in which the internal systems of the weapon can be seen. Two flat fins curve outward from the narrow rear of the device to either side of the central upper exposed section to form the widest part of the weapon, with gold metallic symbols stamped onto the left and right upper surface to further aid identification. Located at the front of the weapon is the beam emitter, a polished metallic sectional cone that protrudes forward of the casing's curved front. The emitter nozzle is connected to the main power unit within a backwardly angled recessed opening that provides protection to the user, and a clear opening for the energy beam.

EFFECTIVE WEAPON

Ferengi knife

The move toward a more efficient and effective weapon in the form of a portable hand phaser is a necessary update of offensive technology for the Ferengi Alliance, but, like the Klingon Empire, some Ferengi, such as the disgraced former DaiMon Bok, still enjoy using more traditional weapons for close-quarter combat as late as 2370. The Ferengi knife is a substantial weapon, consisting of a dark colored cylindrical handle with two upwardly curving hand guards terminating in viciously pointed tips that are constructed of the same polished metallic material used in the production of the main blade. The lower section of the main blade is inset into the handle, and follows the curve of the grip to the hand guard points, which features an embossed design in the center. Similar stamped markings are carved into the main blade that measures around 15 centimeters in length, ending in a sharply pointed tip ideal for producing puncture wounds. The outer edge of the blade has a number of jagged protrusions designed cause maximum tissue damage when used on a victim, with the extremely sharp polished edges making the blade just as lethal when used in a slashing motion.



Threatening posture

Bok threatens Jason Vigo with a knife when Captain Jean-Luc Picard determines that the young man is not his son.



FILE 71 STAR TREK: VOYAGER

STAR TREK: VOYAGER Index

Part 1 The crew of the *U.S.S. Voyager NCC-74656* are presented with a unique task in 2371: to traverse the uncharted depths of the **Delta Quadrant** in an effort to return to the **United Federation of Planets**. For **Captain Kathryn Janeway** and her crew, this leads to an unparalleled voyage of discovery and adventure which they hope will lead them safely home.

U.S.S. VOYAGER NCC-74656: CREW



Captain Janeway
File 43 Card 51



Cmdr. Chakotay
File 43 Card 52



Lt. Cmdr. Tuvok
File 43 Card 53



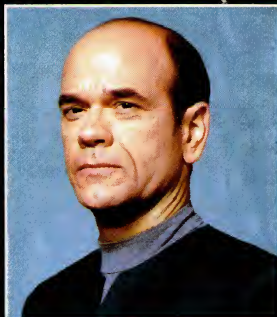
Lt. B'Elanna Torres
File 43 Card 54



Lt. Tom Paris
File 43 Card 55



Ensign Harry Kim
File 43 Card 56



EMH
File 43 Card 57



Seven of Nine
File 43 Appendix Card 3



Kes
File 43 Appendix Card 4



Neelix
File 43 Appendix Card 5

U.S.S. VOYAGER NCC-74656

▼ The bridge of the *U.S.S. VOYAGER NCC-74656* is a spacious facility that conforms to established Starfleet design, but also adds an extra degree of comfort and ergonomic style to aid efficiency.



**U.S.S. VOYAGER
NCC-74656: Bridge**
File 29 Card 6

**U.S.S. VOYAGER
NCC-74656**
File 29 Card 1



▼ The *U.S.S. VOYAGER NCC-74656* is an **INTREPID-class** starship. It is launched from the **UTOPIA PLANITIA FLEET YARDS** in 2371, and quickly assigned to its first mission in the volatile **Badlands**.

▼ **VOYAGER** successfully evades destruction at the hands of the **Borg** on a number of occasions, confounding all expectations that it is not designed for extended use.



STAR TREK: VOYAGER Index Part 1

THE DELTA FLYER



The Delta Flyer
File 29 Card 32

▲ The DELTA FLYER is constructed in 2375, after the crew determine that they require a short-range shuttle that can survive the rigors of the Delta Quadrant. Tom Paris acts as the project's chief designer.

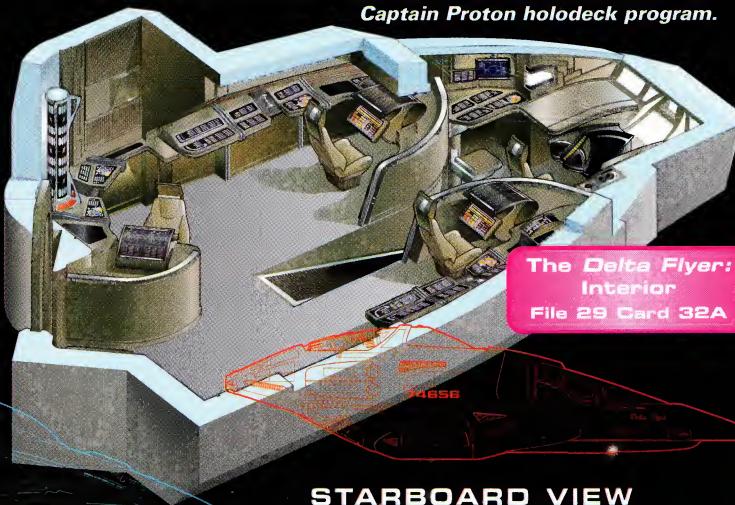


FORE VIEW



DORSAL VIEW

▲ The cockpit of the DELTA FLYER is designed to accommodate five crew members in comfort. Most of the consoles feature the familiar LCARS controls, but Lt. Tom Paris has catered some of the stations to utilize levers and buttons from his beloved Captain Proton holodeck program.



The Delta Flyer:
Interior
File 29 Card 32A

STARBOARD VIEW

HOLOEMITTER

▶ VOYAGER's Emergency Medical Hologram is confined to sickbay and the holodecks until a trip through time allows him to acquire a 29th-century mobile holoemitter. This small device is worn on the arm, and allows the Doctor to respond to medical emergencies far quicker, as well as taking part in away missions.



Holoemitter
File 66 Card 20

PROJECT PATHFINDER

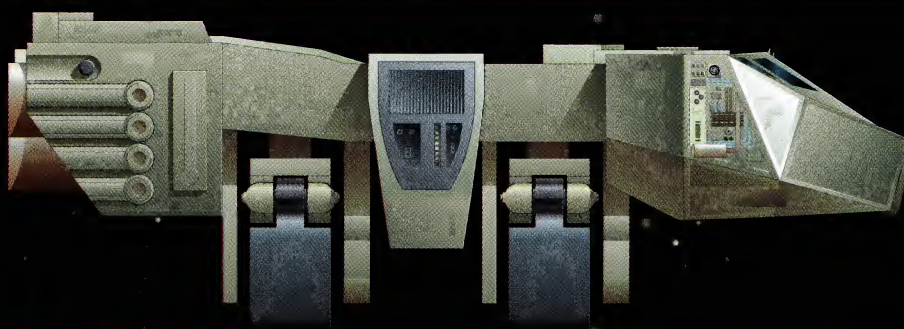
Project
Pathfinder
File 19 Card 20



▲ Lt. Reginald Barclay theorizes that the MIDAS ARRAY can be used to send messages from the Alpha Quadrant to the U.S.S. VOYAGER NCC-74656 in the Delta Quadrant in 2376.

▲ The Project Pathfinder laboratory on Earth is the location from which a dedicated team attempt to contact VOYAGER.

NEELIX'S SHIP



Neelix's
Ship
File 40 Card 27A

▲ The Talaxian trader Neelix lives alone aboard a small vessel close to the Ocampa homeworld when he is discovered by the crew of VOYAGER in 2371. He soon joins the crew, and his trusty ship is stored in one of the Starfleet vessel's shuttlebays.

STAR TREK:
VOYAGER FILES

SECTION 1: GUIDE TO THE STAR TREK GALAXY

3 6 THE DELTA QUADRANT

SECTION 2: A GUIDE TO FEDERATION STARFLEET

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NCC-74656

SECTION 4: PERSONNEL FILES

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43 APPENDIX CARD 3
SEVEN OF NINE

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KES

43 APPENDIX CARD 5
NEELIX

SECTION 5: EQUIPMENT AND TECHNOLOGY

66 20 MOBILE HOLOEMITTER

SECTION 6: STARSHIP LOG

71 STAR TREK: VOYAGER



'Repression'

'REPRESSION'

"This investigation is... perplexing. It defies logic."

— Tuvok

A series of attacks against Maquis personnel aboard the *U.S.S. Voyager NCC-74656* lead to the conclusion that someone is attempting to renew past aggressions. Lt. Commander Tuvok does not suspect that the threat originates in the Alpha Quadrant — and he is one of its tools.

During a date in a **holodeck** movie theater, **Tom Paris** and **B'Elanna Torres** discover the unconscious body of **Ensign Tabor**, one of the *U.S.S. Voyager NCC-74656*'s Maquis officers. He is comatose, and the **Doctor** detects cranial microfractures and contusions that lead to the conclusion that he was attacked.

The holodeck sensor logs have been adjusted, and **Lt. Commander Tuvok** is sure a member of *Voyager*'s crew is responsible. When **Captain Kathryn Janeway** queries Tuvok's certainty, he concedes his viewpoint is based on an instinct too strong to ignore.

Several more crew members lapse into comas, all displaying similar symptoms to Tabor, and all of them among the former Maquis aboard *Voyager*. The Doctor cannot discern the exact cause of the comas, but Tuvok notes the assailant must have access to security protocols to avoid detection.

Pulling together

Commander Chakotay and Torres gather the former Maquis crew, and instruct them to report anything suspicious to Tuvok. There is a reluctance among some crew, however, citing the **Vulcan's** placement to betray the Maquis seven years earlier. Meanwhile, Tom and **Harry Kim** isolate a photonic residue of Tabor's assailant in the holodeck, but not clearly enough to identify them without further enhancement.

Harry is dismayed to learn that Tuvok has been reading his private communications against **Starfleet** protocol. Tuvok cites his security officer status as justification in special circumstances. The attacks began shortly after the last communications arrived, and Harry is among six recipients whose physical parameters match the photonic residue retrieved in the holodeck. Harry is appalled at Tuvok's suspicions.

Tuvok is puzzled by the incidents, noting them as defying logic. When Ensign Tabor revives he recalls nothing between the holodeck and sickbay. Chakotay later discovers B'Elanna in a coma; Tuvok is also present. He talks of a holy time, before attacking Chakotay and initiating a **mind-meld**. Chakotay is also rendered comatose.

Tuvok later continues his investigation, seemingly unaware of his participation in

ON SCREEN...



1 Tom Paris and B'Elanna Torres find Ensign Tabor unconscious in their movie theater holodeck program. The young officer has suffered a severe head injury.



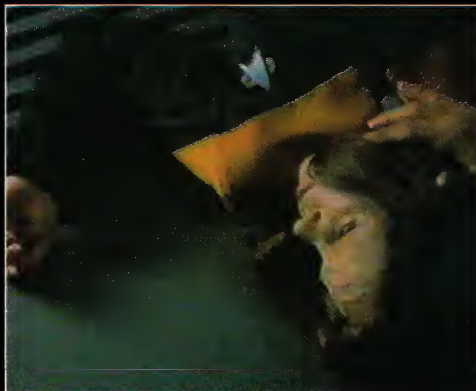
2 The Doctor confirms that Ensign Tabor's injuries are the result of an attack. Unfortunately, he cannot revive the crewman to provide an insight into the crime.



3 Commander Chakotay assembles the Maquis crew members aboard the *U.S.S. VOYAGER NCC-74656*. Many fear that they are the target of a hate campaign.



4 Attempts are made in the holodeck to determine the identity of Tabor's attacker. Isolating photonic residue offers the best chance of revealing the perpetrator.



5 Chakotay discovers B'Elanna unconscious in the cargo bay. She has suffered similar injuries to Ensign Tabor, who has since unexpectedly recovered.



6 Tuvok is revealed to be B'Elanna's attacker. Before Chakotay can raise the alarm, however, the Vulcan renders him unconscious via a mind-meld.



'Repression'

the attacks, and puzzled by their pattern. When he reveals he is certain the perpetrator is male and challenging him directly, Captain Janeway believes he is taking the case too personally, and suggests he rest.

Meditating in his quarters, Tuvok is assailed with visions of the assaults on the comatose crew members. A further vision has a victim fighting back, and Tuvok discovers he has bruising consistent with that which would have been imparted. He then sees a **Bajoran** reflected in his mirror, and leaving his quarters he is told not to question his mission.

Tuvok joins Harry and the captain, who are refining the photonic image in the holodeck. Tuvok confirms he is the assailant, and the image of the Bajoran appears again. When confined to the brig, Tuvok is tormented by images of the Bajoran, but is able to isolate his reference to a holy time as connected with a Bajoran incantation. He mentions that he had checked all communications received before the attacks began except his own.

Distant orders

A study of the communication reveals a message calibrated to interact with Vulcan synaptic frequencies on a subliminal level. The Bajoran is referring to a holy time, an awakening, and a return to the dark from which life springs. A recovered Chakotay recognizes the Bajoran as **Teero Anaydis**, a **vedek** expelled from the Maquis for persisting with mind control experiments. Such was his fanaticism that he considered the other Maquis traitors for rejecting his ideas, and vowed to sustain the fight single-handedly. Captain Janeway is puzzled that this should involve controlling Tuvok in the **Delta Quadrant**.

Tuvok recalls meeting Teero, but little else until the captain suggests he may have used mind-control techniques during their encounter. Meditation prompts recollections of restraint, and Teero talking of an interest in controlling Tuvok's repressed personality. When he sees Teero in the brig again urging him to complete his mission, Tuvok relays a Bajoran incantation to Chakotay.

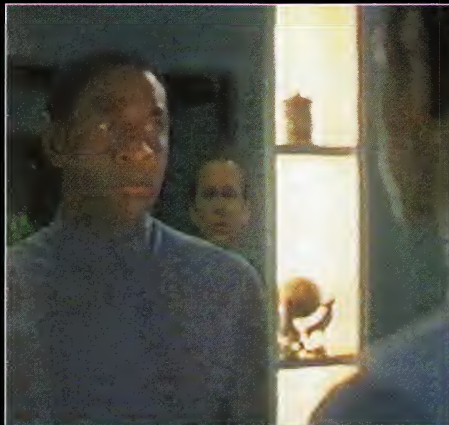
The incantation is a signal to the former Maquis, and primed by Tuvok's mind-meld they mount an insurrection, reaffirming their loyalties despite all Maquis hostilities ceasing in the **Alpha Quadrant** three years earlier.

Now in command, Chakotay tests Tuvok's loyalty by ordering him to shoot Janeway with a **phaser**. Tuvok fires, but the weapon malfunctions. When alone with Chakotay, Tuvok renders him unconscious and performs another mind-meld.

Tuvok has shed Teero's control, and he

and Chakotay return *Voyager* to Janeway's command. She later asks how Tuvok knew the phaser aimed at her was faulty. He replies that a test of loyalty would be a large risk with a fully functioning phaser set to kill, so he had a hunch it would not work. The captain vows to trust his hunches in future.

ON SCREEN...



7 Tuvok comes to the conclusion that he is the attacker. As he comes to terms with this shocking revelation, he sees a vision of Teero Anaydis in his mirror.



8 Tuvok is confined to the brig after he reveals his guilt in the attacks against the Maquis officers. He experiences frequent visions of Teero.



9 Captain Kathryn Janeway determines that Teero Anaydis created a subliminal message in a communication addressed to Tuvok.



10 Tuvok can recall a time seven years before when he was held by Teero. He was subjected to the Bajoran's unethical mind-control procedures.



11 The Maquis officers plan to take over *VOYAGER*, but Tuvok is able to regain his mental control. He performs a mind-meld on Chakotay to free the commander.



12 The crew return to the movie theater holodeck program to unwind. Tom Paris has planned a special double feature for them to enjoy.

STARSHIP FACTS

A Teero Anaydis's subliminal message is contained within a communication from Tuvok's son, Sek, that is included in the monthly transmission sent to *Voyager* from the Alpha Quadrant.

A The symbols included in Teero's message are written in Baran'tori, a language that is approximately 10000 years old. It is mostly used in ancient Bajoran texts.